CTHULHU INVICTUS



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Cthulhu Roleplaying in Ancient Rome

Chaosium Inc.

I wonder, O wall, that you have not fallen in ruins from supporting the stupidities of so many scribbles.

Cthulhu Invictus

Horror Role-Playing in Ancient Rome

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To the people of Romulus I set no fixed goal to achievement.

—Virgil

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Roman children tremble in their beds as their mothers tell them the stories of Zeus, the hundred-handed ones and the War of the Titans. The mothers believe the stories will make the children behave. The children believe the stories and pray that the Fates have woven a long skein for them, free from encounters with the Minotaur and Cerberus. Little do they know that there are much more horrible things in the world than the creatures of myth and legend. A dark god skulks through the streets of Rome stealing the souls of the rich and the poor, the young and the old, to populate his empire on the other side of the wall of sleep.

Thousands of miles away, on the coast of a freshly invaded island, Roman centurions huddle around campfires hoping their fortifications keep the barbarians at bay while they entertain themselves with dice and ghost stories. As a chill wind blows through the camp, they laugh and clap each on the back and return to their tents, secretly hoping it was only a breeze. The barbarians are the least of their concerns. Small shapes scuttle outside the ramparts looking for new hosts.

In the midst of the largest sea the world knows, an Egyptian merchant anxiously scans the horizon looking for the first sign of landfall - and safety. He knows pirates prowl the sea, avoiding the Roman navy and preying on merchant vessels. His men are armed and should be able to fend off any pirates, but he hopes it doesn't come to that. When the coast is in sight, he'll be able to relax. His men are ill prepared for the forms swirling under the waves, slowly reaching their claws up to pull the boat down.

Greek scholars in Athens are ecstatic when they uncover scrolls relating to an African god from the deepest interior of that Dark Continent. They're eager to read all they can in the name cause of science. All their education has not prepared them for the fact that the god is already in Athens, and they fail to notice that Athens has not changed for hundreds of years.

Young women scurry through the streets of Herculaneum to the Temple of Vesta, shaking off the advances of lecherous old men and soldiers who've returned from the front looking for a place to spend their coin. Only these women know that their chastity protects the world from an unspeakable horror. Should they fail in their mission, all of Rome is doomed to fall under the depraved god's whim.

Sweat and grime cover the young Persian woman as she pulls her sword out of yet another monster that's risen out of the sand. As she glances around, several more unbury themselves and charge toward her. She casts one last look over her shoulder to make sure the families that were ambushed escaped before raising her sword and charging the monsters, a fierce battle cry echoing over the dunes.

This is the world of Cthulhu Invictus, horror role playing in the time of the Roman Empire.

Salvete!

What you hold in your hands is a sourcebook for the Call of Cthulhu role-playing game that seeks to situate the horror role-playing game in the world of the Julio-Claudians. This is a dynamic, exciting world where one Empire, and by extension, one man, the Emperor, thought he could control the known world. If there's any place ripe for corruption, shattered dreams, and squamous horror, it would be this Empire.

This book can be used to run several different flavors of Call of Cthulhu games. It's primarily designed to situate the Mythos in Ancient Rome and allow Keepers and players to enjoy Lovecraftian horror, grue and nihilism in a different setting. If the Keeper wishes, and wants to do additional research, he could strip out the Mythos and everything Lovecraftian and run a historical game set in Ancient Rome. A third option is for the sword and sandal type of campaign inspired by Spartacus, Clash of the Titans, and the Simon of Gitta stories by Robert Tierney. Some elements presented herein may not be fully apropos to a Lovecraftian emulation of the Ancient World, but would find their niche in a sword and sandal epic and that's why they're included.

As a supplement, this book does not contain everything you need to play the game. While this book refers to creatures of the Mythos such as Nightgaunts, Shub-Niggurath and Cthulhu himself, it doesn't contain their stats, but merely places them in the context of Ancient Rome. If you need their statistics, check one of the core books. The same goes for spells. Some new spells are introduced here, but the spells contained in the core rulebook are left there.

What you will find in this book are new occupations and skills appropriate to ancient Rome, as well as a reinterpretation of some existing skills. You'll also find equipment that's useful in Ancient Rome. Most importantly, you'll find the necessary information to create a meaningful and plausible role-playing experience in Ancient Rome for the Keeper and the players. There is information on the city, the Empire, social classes, housing, the legions and numerous other topics of import.

We hope you enjoy!

WELCOME TO ROME, CAPITAL OF THE KNOWN WORLD.

In 50 C.E. Rome is a bustling city of over 1 million inhabitants. People flow into the city from the provinces every day in the hopes of striking it rich, or at least earning a decent wage. Some succeed, but more often than not they fail and end up destitute in the slums.

The Tiber River flows to the west of Rome and serves as a major transportation route in Italy. Almost as important to the Empire as the Tiber is the network of roadways built by Roman Engineers.

All roads lead to Rome. Travelers coming from the north journey down the Via Triumphalis, which is paved with gravel sublayer. If coming from the southeast, travelers journey on the Via Appia and enter the city through the Porta Capena, a massive gateway into the city. A traveler arriving at Rome by water docks at the port at Ostia. Once ashore, the Via Ostiensis covers the fourteen mile difference between Ostia and the Via Trigemina, the gateway through the Servian Wall.

Once in the city, the first thing many new arrivals note is that the city is built on seven hills. Many of the hills are not distinct hills but rather ridges formed by tributaries to the Tiber River. In some cases, the ridges merge making it difficult to tell where one hill ends and the next begins. The Palatine Hill is the central hill, and also the site of Rome's legendary founding by Romulus. During the Republic, wealthy Patricians made their home on the Palatine. In the Imperial Age, the Palatine was home to the Emperor and his family. The height of the hill allowed the wealthy to have their homes above the miasma that pervaded much of the valleys between the hills.

The Capitoline Hill is the steepest of the hills and was used as a fortress since the earliest days of Rome. When the Gauls invaded in 309BCE, the Capitoline was the only area to hold out. The citadel was built on one spur of the hill referred to as the Arx. The hill is also home to the Temple of Jupiter Capitolinus, one of the largest temples in Rome. The other end of the hill was known as the Capitoline Proper and housed the Tabularium, where the state archives were stored. The southern face of the hill is known as the Tarpeian Rock. Convicted traitors were hurled from the Tarpeian Rock to their deaths. Stretching between the two peaks, the Arx and the Capitoline Proper, was a ridge containing the Asylum. Anyone who was persecuted could flee to the Asylum where they would be protected from violence.

The Hills of Rome

Palatine Hill (Palatium)
Capitoline Hill (Capitolium)
Quirinal Hill (Quirinalis)
Viminal Hill (Viminalis)
Esquline Hill (Esquiliae)
Caelian Hill (Caelius)
Aventine Hill (Aventinus)

The Quirinal Hill is the northernmost hill and overlooks the Campus Martius. This hill was originally home to the Sabines, a tribe raided by Romulus for women.

The Viminal Hill connects the Quirinal Hill to the Esquiline Hill. The smallest of the hills, few monuments were built on the Viminal Hill and traffic for the most part

passed on either side of the hill rather than across it. It was used primarily for the growth of osiers, a willow tree which provided wood for basketry and furniture.

The Esquiline Hill is the largest of the hills. Originally used as a cemetery for the poor, villas for the wealthy were later built over top of the graves so that the rich did not have to live so close to the hustle and bustle of the forum.

The Caelian Hill is the southernmost hill. Designed to be an escape from the city for the wealthy without ever needing to actually leave the city, the Caelian Hill contained gardens, grottos and grazing areas for cattle.

The Aventine Hill is detached from the other six hills. This hill was home to many temples and festivals important to the lower classes, particularly temples to Minerva and Ceres.

All seven hills were encompassed by the Servian Wall, a massive tufa wall built in the fourth century BCE but attributed to a sixth century BCE king. The walls reached over ten meters in height and stretched from the Tiber, out and around the hills, and back to the Tiber for a distance of 11 kilometers. By the Imperial age, though the wall had lost its defensive importance because the city had spread outside the wall and many of the gates that once allowed access now served as honorary arches.

Roman Emperors

A brief timeline of the Julio-Claudian Emperors and when they reigned.

Augustus (27 BC - AD 14)
Tiberius (14 - 37)
Gaius Caligula (37 - 41)
Claudius (41 - 54)
Nero (54 - 68)
Galba (68 - 69)
Otho (69)
Vitellius (69)

The first stop for many visitors to Rome is the Forum Romanum, the religious, political and economic center of Rome and the Empire. The Forum is a large, paved plaza fronted by numerous buildings. It is located in a valley between the Capitoline Hill on the west, the Quirinal and Esquiline Hills to the north and the Palatine Hill to the sourth. Temples to Saturn, Vesta, Castor and Pollux, and the Divine Julius Caesar are all located in the Forum Romanun. In addition, the Curia, the meeting place of the Roman Senate, is located on the Forum. The Comitim and Rostra, two public meeting places, can be found at the Forum Romanum. Those interested in shopping will find the Basilicas Aemila and Julia, which are large structures fronted by small store fronts. Inside the Basilicas court cases were tried before juries. Hungry visitors will find ready to eat meals at numerous small stalls located on most street corners in the Forum. They serve lamb, beef, and vegetables in various dishes.

A second forum, the Forum Boarium, is sandwiched between the Tiber and the Palatine Hill and serves as a large open air fish and cattle market. Ships anchor in the Tiber and unload their livestock and catch for the perusal of shoppers. This Forum is closely connected to the Cult of Heracles. There are several small, round temples dedicated to Heracles in this Forum.

Romans in search of entertainment have to look no further than the Circus Maximus. The largest of the Circuses in Rome, the Circus Maximus could seat 250,000 spectators who watch chariot races and other special festivals. Situated in a valley between the Palatine and Aventine Hills, the Circus Maximus provides entertainment and amusement for no cost to the Roman citizens.

Another source of entertainment is the Theater of Marcellus. This massive, hemicir-

cular structure could seat 15,000 spectators and is situated on the banks of the Tiber, just west of the Capitoline Hill. In addition to watching plays on festival days, spectators can see gladiatorial contests in this theater. Like all theaters in Rome, this one includes amenities such as latrines and food vendors.

Another theater, the Theater of Pompey is older and smaller than the Theater of Marcellus, but still hosts many plays and gladiatorial fetes. This theater is between the Campus Martius and the Theater of Marcellus.

A place for relaxation, bathhouses can be found throughout the city. Known as thermae, Roman bath houses were centered on the tepidarium, a large, vaulted room that was kept mildly heated. Off of the tepidarium was the calidarium, which contained a heated pool, and the fridiarium, which contained a chilled bathing pool. Men, women and children of all ages visit the baths, regardless of class. The baths are not just for leisure. Many political and business deals are sealed in the baths and most bathhouses contain shops to buy food, clothing and lotions.

Just north of the city travelers will find a large open field, the Campus Martius, or Field of Mars. This field is bordered on the north and west by the Tiber and the Capitoline, Esquiline and Pincian hills to the east. Since no military activities are allowed within the city proper, troops assemble here for war and to elect their commanders.

Because military activities are not allowed in the city, the legions are garrisoned outside the walls in the Praetorian Camp. Located to the northeast of the city, the camp is situated on the Esquiline Hill so as to provide a commanding view of the roads leading into Rome from the north and east. Built in typical military camp fashion, it is 440 meters long and 380 wide, with rounded corners. The longer axis, the cardo maximus, runs nearly north and south and at its ends, in the middle of the shorter sides, is the porta praetoria and the porta decumana. The walls surrounding the Praetorian Camp are made of brick faced concrete and measure almost five meters high. For further protection, the walls contain battlements and turreted gates.

> Anything that cannot be seen in Rome does not exist.
>
> -- Anonymous Greek Trader

Despite the best efforts of the Prefect, or governor of Rome, a seedier side also exists. The Suburra, or Great Slum, is not located too far from the Forum Romanum and is located between the Esquiline and Caelian Hills. In fact, one street, the Argiletum, is all that stands between the Forum and the Suburra. In addition to the Great Market, which is home to food vendors, barber shops and any other kind of store one can imagine, the Suburra is also home to prostitutes, the dispossessed and thieves. Narrow cobblestone streets wind between tenements forming one of the most densely populated regions of the city. In addition, the Suburra is home to the office of the public executioner and the barracks of foreign troops stationed in Rome. It's not without reason that this was the part of Rome Julius Caesar always sent his troops to after battle for relaxation.

Regardless of where the traveler walks in Rome, the aqueducts, many ordered built by the current Emperor, Claudius, arch overhead. They rush fresh water to various sections of the city helping to keep the population healthy. Another engineering marvel

which keeps Romans healthy is the Cloaca Maxima, a massive drainage and sewer system. The Cloaca Maxima begins in the Argiletum, where it collects the waters of the Esquiline, Viminal and Quirinal Hills, and flows through the Forum Romanum and Velabrum, or valley between the Capitoline and Palatine Hills to the Tiber.

The traveler must be careful, though, not to keep his eyes on the aqueducts and towering statuary of Rome. If he does so, he'll be run over by a wagon, a senator's litter, or even the legions. The streets of Rome are packed from edge to edge with people, wagons and animals. Construction crews haul limestone, marble, tufa and wood through the streets without concern for pedestrians. A senator's slaves clear the way for his litter, and if the people don't move, they get run over. The hobnail boots of the legions have been known to break many a civilian's toes.

Things do not become any easier at night. Wagons still fly down the narrow streets because only construction wagons are permitted to travel on the congested streets during the day. At night, merchants, vendors and porters transport goods, clogging the streets with wagons.

Besides speeding carts, other problems present dangers to nocturnal travelers; brigands and prostitutes waylay unwary passersby and mug them, or worse. Since

TRAVEL UNDER FAVORABLE CIRCUMSTANCES, BY SEA

Port of Origin	Destination	Distance	Duration	Cost/person
Ostia	Africa	270 miles	2 days	50 sesterces
Ostia	Gibraltar	935 mi.	7 days	175 sesterces
Ostia	Spain (northern)	510 mi.	4 days	100 sesterces
Ostia	Marseille	380 mi.	3 days	75 sesterces
Messina (Sicily)	Alexandria	830 mi.	6 days	150 sesterces
Puteoli	Alexandria	1000 mi.	9 days	220 sesterces
Corinth	Puteoli	670 mi.	4.5 days	112 sesterces
Rhegium	Puteoli	175 mi.	1.5 days	37 sesterces
Puteoli	Tauromenium (Sicily)	205 mi.	2.5 days	62 sesterces
Alexandria	Ephesus	475 mi.	4.5 days	112 sesterces
Carthage	Syracuse	260 mi.	2.5 days	62 sesterces
Carthage	Gibraltar	820 mi.	7 days	175 sesterces

the streets are not lit, walkers must bring their own candles and lanterns, or have their slaves carry them, and this creates many shadows for thieves to hide in.

One other nighttime danger bears mentioning because so many people complain. Most slaves empty the houses' chamber pots at night by tossing the contents out the window. Many times, the contents of the chamber pot land on unsuspecting travelers.

Travel on land is often difficult and dangerous for the Romans. Progress is slow - a person traveling on foot would be lucky to travel 35 miles a day. Wealthy Romans have more choices as to how they could travel, of course. The wealthiest travel in litters carried by six to eight men or several mules. Small groups of travelers, such as families, ride in raedae (carriages). People in a hurry, such as messengers, ride in cisii, a light carriage like a chariot.

Regardless of wealth, travel by any mode of transportation is not safe, particularly at night. To assist travelers and provide resting areas, roadside inns are strategically located in the countryside at about a days' journey apart. Unfortunately, the inns themselves are not safe. Fights are common and murders occur. Because of this, travelers stay with a friend of the family or even a friend of a friends' family whenever possible.

An alternative to land travel is travel by boat. Historically an agricultural society, Romans took to the sea later than most Mediterranean cultures. Merchant and military ships leave Rome via the port city of Ostia. Rome itself has no port on the Mediterranean.

Merchant ships are powered by a single sail and in most cases have no oars. If a citizen wishes to book passage, this is the type of boat they would travel on. Military ships such as the bireme and trireme have sails and oars, which allow for maneuvering in close to other ships. In some cases, military ships can have up to 300 rowers. The oarsmen, however, are not slaves. They are professional sailors, and, in some cases, soldiers themselves.

In less than favorable conditions, such as dead calms, storms or choppy seas, the duration can increase, sometimes to even twice what it is normally. It's also not uncommon for the captain to raise the price once people are on board if the journey takes longer than expected. Those who can not pay the increased fees may find themselves working on the ship for a while.

The Writing on the Walls

Romans loved to write. Most did not produce literature that compares to the works of Virgil or Seneca. Instead, they littered public and private walls with whatever thoughts came to mind or seemed most appropriate, such as a searing review of the latest gladiatorial spectacle. Knives were used to etch phrases and good luck charms into marble and paint while ink scribbles covered wood and plaster walls. No wall was safe. Even when Romans went on vacation to Egypt or Syria, their graffiti tools went with them. When in a foreign land, they preferred to extol the greatness of Rome or simply comment on the fact that so and so was there. Hidden on the walls, lost amongst the writings of the many, were advertisements for upcoming gladiator bouts, current wagers on chariot teams, and notices of shops and rooms for rent.

A day in Rome

The Roman day is divided into twelve

hours from dawn to sunset and twelve hours from sunset to dawn. The length of the hour changs, however, depending on the time of year. On the summer solstice, when daylight is at its longest, an hour is 75 minutes long. On the winter solstice, the daylight hour is 45 minutes long. Lacking precise clocks, Romans do not have a concept of minutes. To tell time, they observe the sun and the shadows it casts. There has been a sundial in the Forum since 264 BCE, and Augustus erected a large obelisk to serve as a sundial (Horologium) in the Campus Martius in 10 BCE. On cloudy days, or at night, when a sundial is useless though, many Romans will consult a Greek water clock (clepsydra), if they need to know the time.

Regardless of the length of an hour, the Roman day begins at dawn. The first two hours of the day are spent in a ritual called the salutatio. Lower class clients visit their upper class patrons to acknowledge their dependency upon their patrons. In return, the patron provides clients with a basket of food or, in some cases, a small stipend of money. During this same period of time, boys are sent to their tutors and girls assist their mothers with administering the household.

After the salutatio and through to the end of the seventh hour, Roman nobles go to the Forum and plead cases or work in the political realm. During the same time frame, the lower classes work at day jobs. Since many lack permanent employment, they travel from job site to job site looking for work.

> How I hate a woman who quotes ancient poets to me I never heard of. And all of them plaster their faces with dough and ointments.
>
> -- Juvenal

During the hottest part of the day, work stops and both the upper and lower classes take a siesta , visiting the baths to rest, gossip and exercise. Both men and women attend the baths, but only in the largest bath houses, which have separate facilities for men and women, can they bath at the same time. Normally, the men and women visit the bath in shifts, with men having the first and longest shift. Classes end for upper class boys at this time, and they return home.

Between the ninth and twelfth hour, Romans eat dinner, visit friends and associates and retire to bed.

> You have as many enemies as you do slaves.
>
> -- Roman proverb

Rome Society

Although Rome is a highly stratified and class-conscious society, there is some room for advancement between the classes. At its most simple, there are two classes in Imperial Rome, the Upper and the Lower. A Middle Class does not exist and the gulf between the two classes is immense. In almost all cases, a woman's place in society is determined by her father's place if she is unmarried or her husband's place if she is married. The most notable exception are the Vestal Virgins, who are discussed in a later chapter.

The Upper Class in the Roman Empire consists of three sub-groups.

At the very top are the Emperor and his immediate family. Entry into the class was

prohibitively difficult.

Under the Emperor is the Senatorial class, know as the senatores. This class includes all men who are elected to the senate or magistracy and their families. Under the Republic, the senatores wielded power, but under the Empire, they serve primarily at the whim of the Emperor. Senators have to prove they own property valued at 1,000,000 or more sesterces. It should also be noted that there is no salary attached to being a senator and they are legally forbidden from personally engaging in nonagricultural business, public contracts or trade. Men of the Senatorial class wear tunics with broad stripes.

> ...not only the tenants, but even the mice moved out!
>
> -- Cicero

The Equestrian class is the lowest of the Upper classes. Known as the equites, a man and his family can gain entry if he proves that he has at least 400,000 sesterces. An Equestrian is not prohibited from engaging in the types of business that senators are excluded from. If he is later elected to office, he was elevated to the Senatorial class. Anyone who is able to earn the requisite fortune has the possibility of entering the Equestrian class. Men of the Equestrian class wear tunics with narrow stripes.

The Lower Class in the Roman Empire is much more varied and consists of five subgroups. Each group is privileged to fewer rights and less legal protection, the lower in society someone is.

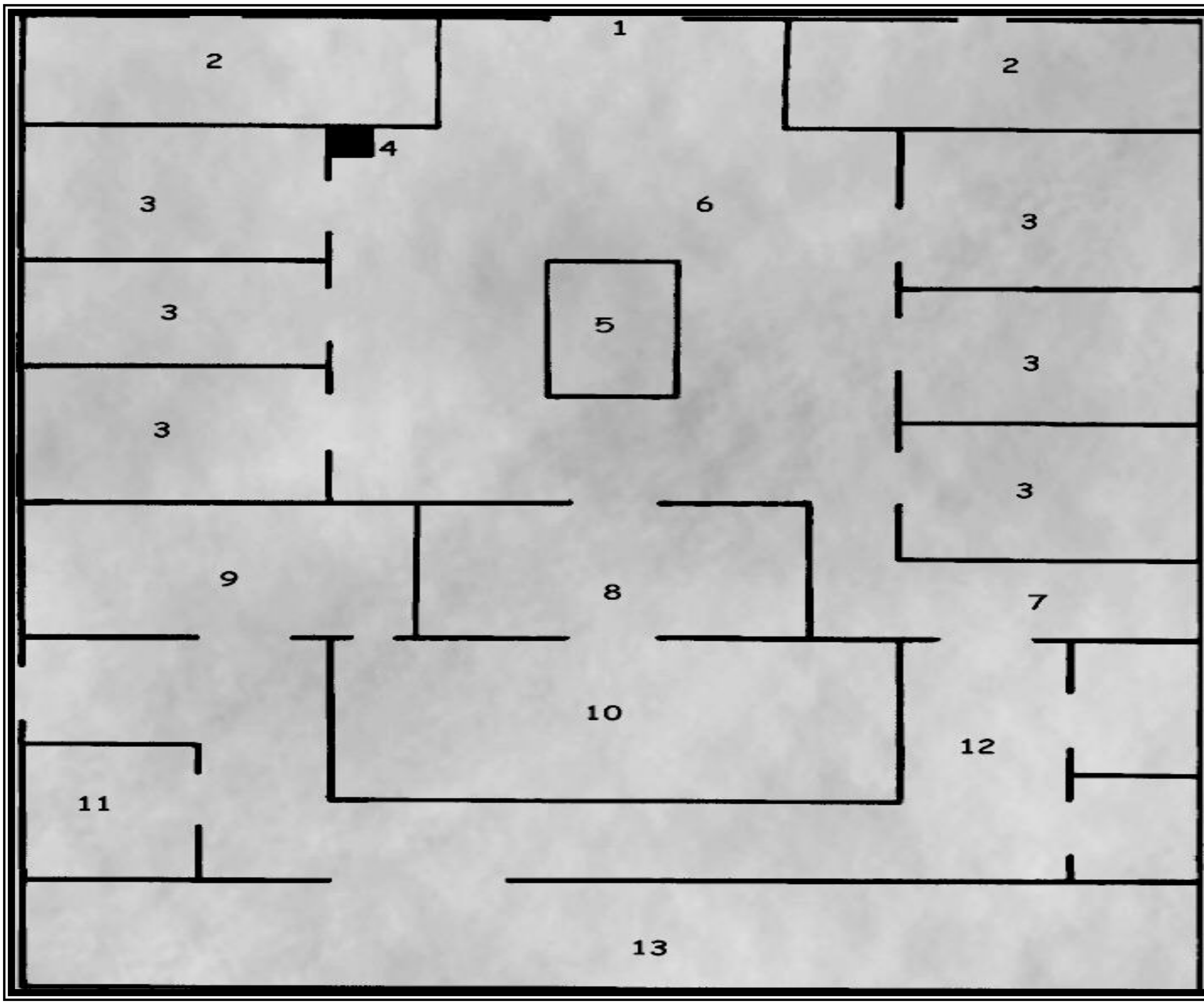
At the top of the Lower Class are the Commons, known as the plebs or vulgus. A pleb is a freeborn Roman citizen. They have the right to marry other freeborn citizens and their children are legitimate Roman citizens. Men of the Commons class wear the toga.

Below the plebs are the Latins. Latins are freeborn residents of Roman municipalities. They do have all the rights of a full citizen, but possess some legal rights. A special category of Latins, the Junian Latins, are informally freed slaves.

Foreigners, also know as the peregrini, are freeborn people born and living in Roman territories.

Freedpeople are men and women who had been slaves but were manumitted by their masters or purchased their freedom. Known as the liberti or libertini, they are not completely free because they owe certain duties to their former masters. However, if their master undertakes the necessary steps to legally manumit them and the master is himself a citizen, the slave becomes a citizen but is still forbidden from holding a public office and thereby entering the Senatorial class. Children of freedpeople, whether or not the liberti is a citizen, becomes a full citizen and can enter the Equestrian class if they amass the necessary wealth. Although they have no special code of dress, their names indicate their status. The section on Roman names details the Roman naming system.

Slaves are either born into slavery or sold into slavery. These servi are the property of their owners and enjoy no legal rights. Custom dictates that some slaves, particularly urban slaves are allowed to earn an income they can later use to buy their freedom. It is possible for a slave to rise from this class by either buying freedom or being manumitted by their master. They have no special dress, but some slaves are required to wear collars that say "I have run away. Capture me. My



1. *ianua*: The outer door of a house
2. *taberna*: A shop; wealthy Romans frequently rented the front areas of their homes
3. *cubiculum*: A bedroom
4. *lararium*: The shrine of the household gods
5. *impluvium*: A basin for capturing rainwater, which fell through a hole in the roof called the *compluvium*
6. *atrium*: The large open air reception area where guests are entertained
7. *ala*: An alcove where guests waited to be received
8. *tablinum*: A study; the head of the household would receive guests, conduct business, store records, and keep the *imago*, wax masks, of his ancestors there
9. *triclinium*: The dining room
10. *peristylium*: An open air garden surrounded by a colonnade of pillars
11. *cucina*: The kitchen
12. *porticus*: A gallery
13. *hortus*: A garden

master will reward you for returning me." This is typically only done to slaves with a tendency to run away.

Roman family

The Roman family, whether of the senatorial or freedman ranks, is a patriarchal group. The eldest male in the family, the paterfamilias, is the ruler of the house. He holds complete control over those in his household, by virtue of Roman laws. If a child displeases him, he can disown the child, sell it into slavery or have the child killed. In addition, when a baby is born, the father has the choice of whether the baby is kept or exposed. After a baby is born, the midwife places it on the ground and the entire family waits for the paterfamilias. If he picks the baby up, it is accepted into the family. If the father ignores the baby, it is left to the elements. A father will usually leave an infant if it is obviously deformed or the family simply can not afford another mouth to feed. Babies that are exposed are usually picked up by passersby and sold as slaves.

The wife of a paterfamilias is the materfamilias. Typically, she is much younger than her husband. A man is typically in his mid-twenties when married, but women are married in their early teens. Regardless of social class, a wife is to oversee the management of the household. In upper classes, such as the Senatorial and Equestrian, she is expected to behave modestly and conduct herself in ways which will reflect well on her husband and family.

Roman Housing

Houses in Rome run the gamut from large, sprawling residences to cramped tenements. The homes of the wealthy are single family structures, although that single family includes the entire extended family. The buildings are typically made of bricks and have red-tile roofs. All of the rooms are arranged around a central courtyard, with windows and balconies facing the courtyard instead of the street to offer a measure of security against burglars. Frescos adorn the walls and mosaics cover the floors, to add a touch of art. Some mosaics also serve to provide information to guests, such as one in Pompeii that says 'Cave Canem', or 'Beware of the Dog,' and shows a picture of a fierce dog. Furniture is sparse and carpeting is non-existent. Most villas contain an atrium, where guests are greeted and entertained, as well as bedrooms, offices, a kitchen, a dining room, a garden, a temple, a toilet and a private bath. A spacious villa with all the amenities, including running water, can run the Roman citizen upwards of 600,000 sesterces.

> You may wonder why my Laurentine Place... is such a joy to me... but once you realize the attractions of the house itself, the amenities of its situation, and its extensive seafront, you will have your answer.
>
> -- Pliny the Younger

Some wealthy citizens may choose to live in an apartment, often above their shop. These apartments are spacious and sanitary, sometimes with running water. They contain bedrooms, a dining room, a kitchen, a small shrine for venerating ancestors, and sometimes toilets. If a tenant owns the building, he often rents other floors out to families for extra income. An apartment of this nature costs 40,000 sesterces to buy or 5,000 sesterces a month to rent.

The poor live in tenements. These apartments are tiny, squalid affairs without running water. The residents have to haul their

water up from public reservoirs. In addition, they have no toilet forcing the residents had to use public latrines. Many of the tenements wooden structures reaching six stories in height. These buildings are prone to fire and collapse, many times resulting in the deaths of hundreds. A tenement can be had for as little as 200 sesterces a month.

Roman Entertainment

Romans love a spectacle as much as anyone else. Several forms of entertainment are free to the public. Plays, chariot races, and gladiatorial combat enthrall the rich and divert the poor from their destitution.

Theaters and plays

Plays, whether tragedies, comedies, farces or pantomimes, are performed in the early morning or mid-day because there isn't enough artificial light to properly illuminate a stage after dark. Typically, they are performed on holidays and last for about two hours. By the first century CE, there were 135 holidays in a year, allowing enterprising managers to stage a large number of plays. The majority of actors in plays are slaves who are not paid for their work, but instead rewarded with a dinner after a successful performance. While theaters are rare and often temporary Rome is host to two permanent theater buildings. These theaters are the Theater of Pompey and the Theater of Marcellus. Some of the temporary theaters, though, are little more than hillsides with benches on the slopes and the actors at the bottom of the hill.

Music

Music is part and parcel of Roman life. Musicians play in the streets, hoping to coerce money from passersby. Wealthy Romans hire musicians to entertain them and their guests while they eat and relax. Music also plays a very important part in Roman religious festivals.

The most common instruments in Rome are:

Drums: They are common in festivals and religious ceremonies to keep the beat for dancers.

Flutes: One of the most common, and ancient, of musical instruments. The Romans typically play a twin reed

Instrument	Cost
Drums	5-75 sesterces depending on size
Flutes	1 sesterce
Harp	15 sesterces
Lyre	60 sesterces
Kithara	90 sesterces
Lute	40 sesterces
Organs	200-2,000 sesterces depending on
Panpipes	20 sesterces
Trumpets	40 sesterces
Tympani	5 sesterces

flute, where two flutes are held together while playing.

Harp: A stringed instrument that is commonly employed during plays and private performances.

Lyre: The most ancient of the stringed instruments, its popularity in Rome is superceded by the popularity of the kithara. There are numerous varieties of lyres, all of which have seven strings. Some have soundboxes and others do not.

Kithara: Another stringed instrument, the kithara's ease of use and fine-tuning capabilities make it more popular than the lyre. Even though it is larger and heavier than the lyre, the kithara is the premier instrument in Rome and is played in both public and private venues.

Lute: The three-stringed lute is the easiest stringed instrument to play, but lacks both the versatility and popularity of the kithara.

Organs: The average organ has 30 pipes, but some larger organs are used, particularly at gladiatorial combats, where the organists play while the combatants slaughter each other.

Panpipes: Associated with the god Pan, the panpipes are another popular instrument for play during festivals.

Trumpets: Horns are used by the military, in parades, and at the games.

Tympani: Also known as the tambourine, these are played anywhere celebrations, theater, or dancing are involved.

The table on page 10 serves as a price guide for musical instruments in Rome. The price listed is an average price. At the Keeper's discretion, less expensive and more expensive instruments can be purchased. Cheaper instruments will produce a lower quality sound while more expensive instruments may be ornately decorated or just so finely made that they produce a purer sound.

Chariot Races

There are two main hippodromes, or circuses, in Rome. The largest, the Circus Maximus is situated between the Aventine and Palatine Hills. The smaller hippodrome, the Circus Flaminius is located in the southern edge of the Campus Martius.

Chariot races are the most popular of the free entertainments in Rome. Each race consists of seven laps around the track, and at the largest of the Circuses, the Circus Maximus, each lap is about 2000 feet. To add to the excitement, some races involve two horse chariots while others involve chariots pulled by four horses.

The seats in the Circus Maximus are bleachers made of either marble or wood. Only the highest rows are made of wood. Closest to the track are private booths for the wealthy. At full occupancy, the Circus Maximus can seat 250,000 people. To protect the spectators, there is not only a wire screen separating the track from the citizens, but also a canal ten feet wide and ten feet deep.

There are four teams, the Red, Blue, Green and White with the drivers wearing tunics and caps of the appropriate color. Each team maintains a very loyal following and plays to their supporters, often receiving gifts to supplement their incomes. To assist in their racing prowess, the teams hire magicians to curse their opponents and, if the

curses fail, drug the horses. Drivers typically come from the lowest ranks of society, but are compensated well for the dangers they face. Juvenal comments on the exorbitant money made by the charioteers when he says "Do your job well, and when the end of the year comes, we'll pay you for the twelve month period the same amount that a chariot driver earns in one race." For the purposes of Cthulhu Invictus, charioteers earn 600 sesterces a race.

Two other types of shows are common in the Circuses. One is the desultores, where riders leap from horse to horse while the horses race around the track. The other is the beast wars. In this event, wild animals are thrown into the Circus to fight to the death for the enjoyment of the masses.

Gladiatorial Combat

Criminals, war captives, slaves and even some free men form the ranks of the gladiators. Some of the gladiators engage in venations and fight wild animals while other gladiators fight in muneras, where they square off against other gladiators.

The roots of gladiatorial combat can be traced to the ancient societies that lived in Campania and Etruria. In Campania, nobles forced their slaves to fight each other for the amusement of the wealthy, while in Etruria, gladiators were war captives. Those who died in combat did so as a sacrifice to their gods. Rome took the ideas of Campania and Etruria and slowly turned them into a spectacle for the masses. Initially, the combats took place in the Forum or at graveyards, but that severely limited the number of spectators. In the late Republic, wooden amphitheaters were built to house the combats.

Combat is specialized and stylized to the extent that a gladiatorial school exists in Rome to train the combatants. Many of the gladiators are required to learn how to use non-Roman armor and weaponry, so that the wrong political message isn't sent to the populace. Some of the most popular gladiator types are the Samnite, who carries an oblong shield and short sword while wearing a visored helm with a large crest or plume and a greave on the left leg. Another popular type is the Thracian. The Thracian carries a small square shield and a curved sword. They wear greaves on both legs and an open face helm with a wide brim. The Secutor takes his name from the Latin word for pursuer, fighting with knives and a large shield, wearing only a greave on the left leg. A fourth type of gladiator is the Retiarius, who wears only a loincloth and a metal shoulder piece on the left arm. He fights with a net, dagger and trident.

Typically, gladiators who fight in muneras square off in pairs, one against the other. On special occasions, however, such as the crowning of a new Emperor, there are mass fights with upwards of 700 gladiators per side.

When a gladiator is mortally wounded, the crowd yells "habet, hoc habet!" or, "He's had it!" At that time the officiator of the match determines whether or not the loser lives or dies. If the loser is to die, the victor stabs the loser in the neck. At this point costumed attendants, one dressed as Charon and the other as Mercury enter the amphitheater to remove the body. Charon first hist the body with a hammer and then Mercury stabs him with an iron, allegedly to represent the loser's journey to the afterlife. In reality, they are making sure he is really dead.

If criminals, prisoners of war, or slaves survive three to five years of combat, as well as two years of gladiatorial school, they are freed. Few survive to this point, and those

that do are often so popular that they are called out of retirement by public demand. Gladiators that return to the arena after retiring demand huge sums of money. They can receive up to 1,000 sesterces a fight. By comparison, the average gladiator earns 300 sesterces a fight.

Gladiatorial combat isn't entirely a man's sport, however. There are female gladiators who dressed and equipped themselves like Amazons. They serves as quite a draw and the amphitheater director who can stage gladiator fights between women is guaranteed a full house.

Eating in Ancient Rome

Like all things in Rome, diet is determined by social status. The Senators and Equestrians eat much better than the poor and downtrodden.

The staple of the Roman diet, regardless of class, is vegetables. Every garden contains brassicas (kale, broccoli, cauliflower, etc.), greens, marrows, sorrel, cucumbers, lettuce and leeks.

Wheat is a secondary source of nutrition. It is either boiled into porridge or baked into bread.

Olives play a prominent role in the Roman diet and economy. They are eaten fresh or cooked but, more importantly, the olive oil is used as cooking oil, lamp oil, body oil and perfume.

Another important part of the Roman diet is grapes. The fruit is eaten and wine is consumed at every meal. Most Romans, however, drink their wine well diluted with either water or honey.

For flavoring, Romans use garlic, onions, cress, and chicory in their dishes. These are typically grown in personal gardens.

Meat and fish are luxuries. Only the wealthiest Romans can afford to eat meat or fish on a daily basis, and then usually only at dinner.

A Typical Day's Menu

Romans eat three meals a day. The first two are very light affairs and consistent across social lines. The third meal is usually a larger meal, and the contents vary by social class. The poorest people in Rome, however, are often forced to subsist on one meal a day; luckily for the poor, grain prices are subsidized and each poor family receives a free monthly allotment of grain sufficient to feed the male head of house for one month.

Regardless of class, most breakfasts (ientaculum) in Rome are the same, simply bread dipped in watered down wine. Some people add a little honey to sweeten the wine, or some dates and olives to round out the meal.

Lunch (prandium) is often skipped by working Romans. When it iss eaten, it consists of bread, cheese, and fruit, or leftovers from dinner the night before.

Dinner (cena) is the main meal of the day, and is served in the late afternoon. The lowest classes usually eat a simple fair of vegetables cooked in olive oil. The wealthiest eat elaborate three course meals.

The first course, gustus, is the appetizer. It consists of mulsum (wine mixed with honey), salads, shellfish and eggs.

The second course, lena, is the meat course and typically consists of pork, poultry or fish served with vegetables.

The final course, secundae mensae, is the dessert course. Typically fruit, honey cakes, nuts and wine, it takes its name from the practice of removing the table used for dinner and bringing in a 'second table'.

In contrast to the luxurious meals enjoyed by the wealthy, soldiers are faced with very unexciting meals. The typical legionary

eats bread with a little porridge, beans, and wine. In extremely hot weather, they eat bread and drink water flavored with vinegar. To add insult to injury the soldiers are also forced to pay for their meals, and a year's supply of food for a legionary is equal to one third of his salary.

Preparing the Meal

Anyone who lives in an apartment lacks the means for cooking their food. These people are forced to take wheat to bakers, who charge them for baking the bread. Other foods are cooked at, or can be purchased from, taverns or food vendors. The food vendors operated thermopolii, carts that they wheel to street corners to prepare meals for passersby to purchase. Rome has close to 10,000 thermopolii in operation at any given time. Hungry Romans buy hot sausages, cheese, bread, figs, nuts, dates, cake

Roman Holidays

January	
9	Agonium (Janus)
11	Carmentalia (Juturna)
13	Ides (Jupiter)
February	
13	Ides (Jupiter)
13-21	Parentalia
15	Lupercalia (Faunus)
17	Quirinalia (Quirinus)
18-21	Feralia
23	Terminalia
27	Equiria (Mars)
March	
1	Matronalia (Juno)
14	Equiria (Mars)
15	Ides (Jupiter)
15-27	Anno Perenna (Cybele)
19	Quinquatria (Minerva)
April	
1	Veneralia (Venus)
4	Ludi Megalenses (Cybele)
13	Ides (Jupiter)
15	Fordicidia (Tellus)
18-22	Quinquatria (Minverva)
19	Ceralia (Ceres)
25	Robigala (Robigus)
28	Floralia (Flora, held until May 1)
May	
1	(Bona Dea)
9	Lemuria (Lemures)
11	Lemuria (Lemures)
13	Lemuria (Lemures)
15	Ides (Jupiter)
June	
3	(Bellona)
9	Vestalia (Vesta)
13	Minervalia (Minerva)
13	Ides (Jupiter)
July	
7	Nonae Caprotinae (Juno)
15	Ides (Jupiter)
23	Neptunalia (Neptune)
August	
9	(Sol)
13	Feast of Diana
13	Ides (Jupiter)
19	Veneralia (Venus)
21	Consualia (Tellus)
23	Volcanalia (Vulcan)
25	Opiconsivia (Ops)
September	
13	Ides (Jupiter)
October	
13	Fontalia (Fontus)
15	Ides (Jupiter)
19	Armilustrium (Mars)
29-31	Isis
November	
13	Ides (Jupiter)
December	
13	Consualia (Tellus)
13	Ides (Jupiter)
7-14	Saturnalia (Saturn)
19	Opalia (Ops)
21	(Angerona)
23	(Acca Laurentia)

and wine from the street vendors.

The wealthy have their food prepared in their houses by slaves. Dinner among the upper class is an opportunity to show off one's wealth, jockey for political favor, cement a financial deal, or, in some cases, allow an extended family to come together.

Dinners are held in the triclinium, or dining room. Three large couches, each accommodating three people, are situated around three sides of the table. The couches are named summus, medius and imus for top, middle and bottom, and people are seated according to social status. The most honored guests sit on the medius and the host sits on the imus. If more than nine people are attending the dinner party, additional tables, each with three couches, are added.

People in Rome eat with their hands. The only utensil ever used is a spoon and that is used just for porridges. Between courses, a slave wipes the guests' hands using a napkin brought by the guest. If the guest wishes to take anything home after the meal, they wrap it up in the napkin.

To entertain the guests, the host has poetry readings, music and dancing. As an added treat for the guests, food is brought out by attractive slaves of both genders.

The Roman Calendar

The calendar of the early Empire is very similar to what we use today. There are a few differences however. One difference is how the years are calculated, which are counted from the start of the reign of the Emperor or Caesar and reset to year one when the next Emperor ascended to the throne.

This solar calendar is the creation of Julius Caesar, devised in an attempt to overcome the shortcomings of the Republican lunar calendar and also to create a new start for a society that was shifting from Republic to Empire. Caesar worked with an Alexandrian astronomer, Sosigenes, to calculate the solar calendar year of 365 1/4 days (or 365 days and 6 hours). For continuity, the names of the months were kept the same. Getting rid of the intercalary month from the lunar calendar, the calendar would still be slightly out of phase with the seasons. To correct this, at the interval of every four years another day is added to the end of February, so that it has 29 days instead of 28. This year is known as the Leap Year.

Months of the Julian Calendar

January (named after Janus)
February (named after Februus)
March (named after Mars)
April (named after the Roman word apenre, to open)
May (named after Maia)
June (named after Juno)
July (named after Julius Caesar)
August (named after Augustus)
September (the seventh month)
October (the eighth month)
November (the ninth month)
December (the tenth month)

The seven Roman days of the week are devoted to different deities of the pantheon. The Romans, however, do not think in terms of seven day weeks, so there are no weekdays or weekends. The first day is dies Solis, and is devoted to Sol. The following day is dies Lunae, devoted to Luna. After that is dies Martis, for Mars, and then dies Mercurii for Mercury. Dies Veneris, dedicated to Venus, is the sixth day and dies Saturni, for Saturn, is the seventh.

The Romans do not count forward from the first day of the month to identify a specific day. Instead, they express the date with reference to three markers: the Kalends, or the first day of the month; the Nones, or fifth or seventh day of the month; and the Ides, or thirteenth or fifteenth day of the

month. The Nones and Ides are on the seventh and fifteenth, respectively, in March, May, July and October. Any date that falls between two markers is identified by counting backwards from the next marker. For example, the 25th of May is VII Kalends June. The number seven may seem one number too high, but the Romans count both ends of a series, meaning both May 25th and June 1st are counted when determining the date.

Roman years are noted in one of two ways. They can be referred to by the two consuls who serve in office that year, but that is a very imprecise way of measuring the year, unless a citizen happens to have a year by year listing of all the consuls. The second way of measuring years, most often employed by Roman historians, is by counting forward from the date of Rome's founding. These years are marked AUC, for Ab Urbe Condita, Latin for 'from the founding of the city.' The Romans do not further denote the passage of time by having decades or centuries.

Roman Holidays

On a Roman festival day or holiday, work and legal proceeding stop and slaves are not allowed to work. Games, feasts and plays are common on the holidays, and the Roman calendar is full of holidays. Page 14 has a listing of some of the holidays and, in some cases, the god to which the holiday is dedicated. The days of the months used in the table are for modern convenience and do not use the system of denoting the days as done in Ancient Rome.

Parentalia (Feb 13-21): During this festival Roman families worship their ancestors. Worship is done in the home, and all other temples are closed.

Lupercalia (Feb 15): This festival celebrates the founding of Rome, and is held in honor of Pan. Two goats and a dog are sacrificed at the commencement of the festival, after which the bloody knife is pressed against the foreheads of two sons of wealthy families. After the knife is pressed against their foreheads, the blood is wiped away with wool soaked in milk. The three sacrificial animals are then skinned, and the skins turned into whips. The boys run naked through the streets of the Palatine Hill whipping everyone they come across.

Terminalia (Feb 23): This festival commemorates the end of the Roman year.

Matronalia (Mar 1): This festival is dedicated to Mars, to commemorate the rape of the Sabine women. Only married women are allowed to attend the ceremonies, during which they make offerings of flowers to Juno.

March 1 also marks the onset of the New Year. At this time, the Vestal Virgins relight the fires to Vesta.

Quinquatria (18-22 Apr): This five day celebration is held in Rome in honor of Minerva. On the first day, sacrifices are offered, but no blood can be spilled. The second, third and fourth days are filled with gladiatorial displays, where blood is liberally shed. On the fifth day, a solemn procession is held in the streets of Rome. During this time, students do not attend class. Instead, they give gifts to their teachers. This festival also marks the beginning of the Legion's campaign season and the arms,

Public Safety

In a city of a million people, which lacked street lighting, there were bound to be a few quarrelsome troublemakers who liked to come out at night. Recognizing the need for safety, most wealthy Romans hired bodyguards. Lacking funds, the poor relied on the cohortes urbanae and the vigiles, two forms of urban security created by Augustus and commanded by the Prefect of Rome. The cohortes urbanae, or city cohorts, were comprised of three cohorts of 500 men and patrolled public places protecting shopkeepers and ferreting out ne'er-do-wells. The vigiles were initially recruited from freedmen and served as firemen. There were seven brigades of 1,000 men who patrolled the streets at night carrying with them buckets and pumps in case of fire. In a city that large, 1,500 police officers and 7,000 firemen were bound to be overwhelmed. As backup, they called on the Praetorian Guard, the elite Imperial Guard consisting entirely of Roman citizens born on the Italian peninsula. Paid twice as much as the other legionaries, they were commanded by the Praetorian Prefect, the pinnacle of Equestrian advancement, and stationed in a large camp northeast of the city. The Praetorians were not called upon for day-to-day troubles, however; they were reserved for riots, conspiracies, or other large-scale social upheavals.

horses and trumpets of the army are ceremoniously purified.

Florailia (28 Apr – May 1): Dedicated to Flora, the goddess of flowers, Romans wear garlands of fresh flowers around their necks.

Vestalia (June 9): The Vestal Virgins are banqueted and the millstones used to produce flour are covered in flowers. The donkeys used to turn the millstones are also festooned with garlands and led through the streets of Rome, accompanied by the barefoot Virgins. The procession ends at the Temple to Vesta at the Forum Romanum.

Festival to Diana (Aug 13): During this feast day to Diana, slaves are given a holiday.

Consualia (Aug 21 and Dec 13): Foot and mule races are held throughout Rome.

Saturnalia (Dec 7-14): Dedicated to Saturn, the god of agriculture, this festival is the most important of the year for the Romans. On the primary feast day of this festival, Roman masters wait on their slaves. After the feast, slaves are permitted to gamble with dice in public, which is outlawed during the rest of the year.

A BRIEF HISTORY OF ROME

2650 BCE: Imhotep designs the first pyramids in Egypt.

1378 BCE: Pharaoh Akhenaten institutes monotheism in Egypt. The kingdom reverts to polytheism when Akhenaten's son, Tutankhamon, ascends to the throne after Akhenaten is poisoned.

1200 BCE: Iron Age commences.

1187 BCE: Troy falls to the Greeks.

753 BCE: Romulus, descendant of Aeneas, kills his brother Remus and begins construction of Rome.

615 BCE: Etruscan kings conquer Rome and institute a tyrannical rule.

600 BCE: Zoroastrianism and Mithraism take root in Persia. First Vestal Virgins are consecrated.

510 BCE: Last of the Etruscan kings, Lucius Tarquinius Superbus, overthrown and the Roman Republic is born.

390 BCE: Gallic tribes conquer Rome , but withdraw.

342 – 290 BCE: The Samnite Wars. When the wars are over, Rome controls most of central Italy.

332 BCE: Alexander the Great founds the city of Alexandria.

280 – 275 BCE: Defeat of Pyrrhus, the Greek general, and conquest of Southern Italy.

264 – 241 BCE: First Punic War. Carthage is defeated and Rome acquires Sicily.

218 – 201 BCE: Second Punic War. Rome prevents Hannibal from invading Rome and in turn conquers southern Spain.

211 BCE: Capuans commit mass suicide by poison.

205 BCE: The black stone of Magna Mater brought from Phrygia to Rome.

186 BCE: Roman senate proscribes the Bacchanalia, a festival involving drunken frenzies that worshipped Bacchus, god of wine. The Bacchanalia continues in secret.

157 BCE: Trial for the use of malevolent magic held in Rome. Establishes the use of malevolent magic as a crime equal to poisoning.

149 – 146 BCE: Third Punic War. Rome sacks Carthage and takes control of parts of North Africa, becoming undisputed master of the Mediterranean.

139 BCE: Chaldean astrologers expelled from Rome.

136-132 BCE: Eunus, a slave, leads a revolt that captures the city of Enna in Syracuse. He rules the city for four years under the name King Antioch. He dies in prison after being captured by the Legions.

133 – 121 BCE: Gracci brothers propose populist land reforms.

133 BCE: Aristonicus of Pergamum leads a slave revolt with the assistance of the philosopher Blossius. The aim of the revolt was to establish a utopian city called the City of the Sun.

c. 99-1 BCE: King Herod has Masada built as defense against Egypt.

89 BCE: All freeborn residents of the Italian peninsula granted full citizenship.

88 – 79 BCE: Civil war between Gaius Marius and Lucius Cornelius Sulla. Sulla prevails.

82 BCE: Sulla passes a law containing provisions against all who made, bought, sold, possessed, or gave poison for the purpose of poisoning

73 – 71 BCE: Spartacus leads slave revolt.

60 BCE: First Triumvirate of Pompey the Great, Marcus Crassus and Julius Caesar.

58 – 55 BCE: Caesar invades and conquers the remaining areas of Gaul.

54 BCE: Caesar leads invasion of Britain.

53 BCE: Marcus Crassus dies at the hands of the Parthians.

49 BCE: Caesar defies the Roman Senate's orders to disband his Legions and crosses the Rubicon, starting a civil war.

48 – 44 BCE: Battle of Pharsalus. Caesar defeats Pompey, who flees to Egypt and is killed.

48 BCE: Library at Alexandria destroyed by fire.

44 BCE: Caesar is assassinated on March 15. Octavian, his heir, takes control and civil war erupts between Caesar's assassins and his heirs.

43 BCE: Second Triumvirate of Octavian, Marc Antony and Marcus Aemilius Lepidus is formed. Cicero is executed on the orders of Marc Antony.

42 BCE: Marcus Brutus and Gaius Cassius Longinus, the last two of Caesar's assassins, killed at Battle of Philippi.

36 BCE: Octavian kicks Lepidus out of the Second Triumvirate.

33 BCE: Astrologers and magicians driven from Rome.

31 BCE: Battle of Actium. Oatavian defeats Marc Antony and Cleopatra. Egypt becomes a Roman province.

27 BCE: Octavian assumes the title of Augustus and becomes Rome's first Emperor ushering in the Imperial Age.

19 BCE: Virgil finishes his epic poem, the Aeneid, and orders it destroyed.

4 BCE: Romans capture Masada and use it as a garrison.

9 CE: Province of Pannonia successfully revolts, destroying three Legions at the Battle of Teutoborg Forest.

14 CE: Tiberius becomes Emperor on the death of Octavian.

16 CE: Magicians and astrologers expelled from Italy.

30 CE: Jesus Christ crucified.

36 CE: Jews expelled from Rome

37 – 41 CE: Caligula is Emperor, only to be assassinated in four years.

41 – 54 CE: Claudius succeeds Caligula.

43 CE: Legions conquer Britain south of East Anglia.

54 CE: Claudius poisoned by his wife Agrippina the younger and Nero assumes the Imperial throne.

60-61 CE: Boudicca leads a revolt of the Iceni against Roman forces in Britain.

64 CE: Fire ravages Rome.

65 CE: Nero orders mass executions of Christians to deflect allegations that he was responsible for the fire the previous year.

66 CE: Zealots capture Masada

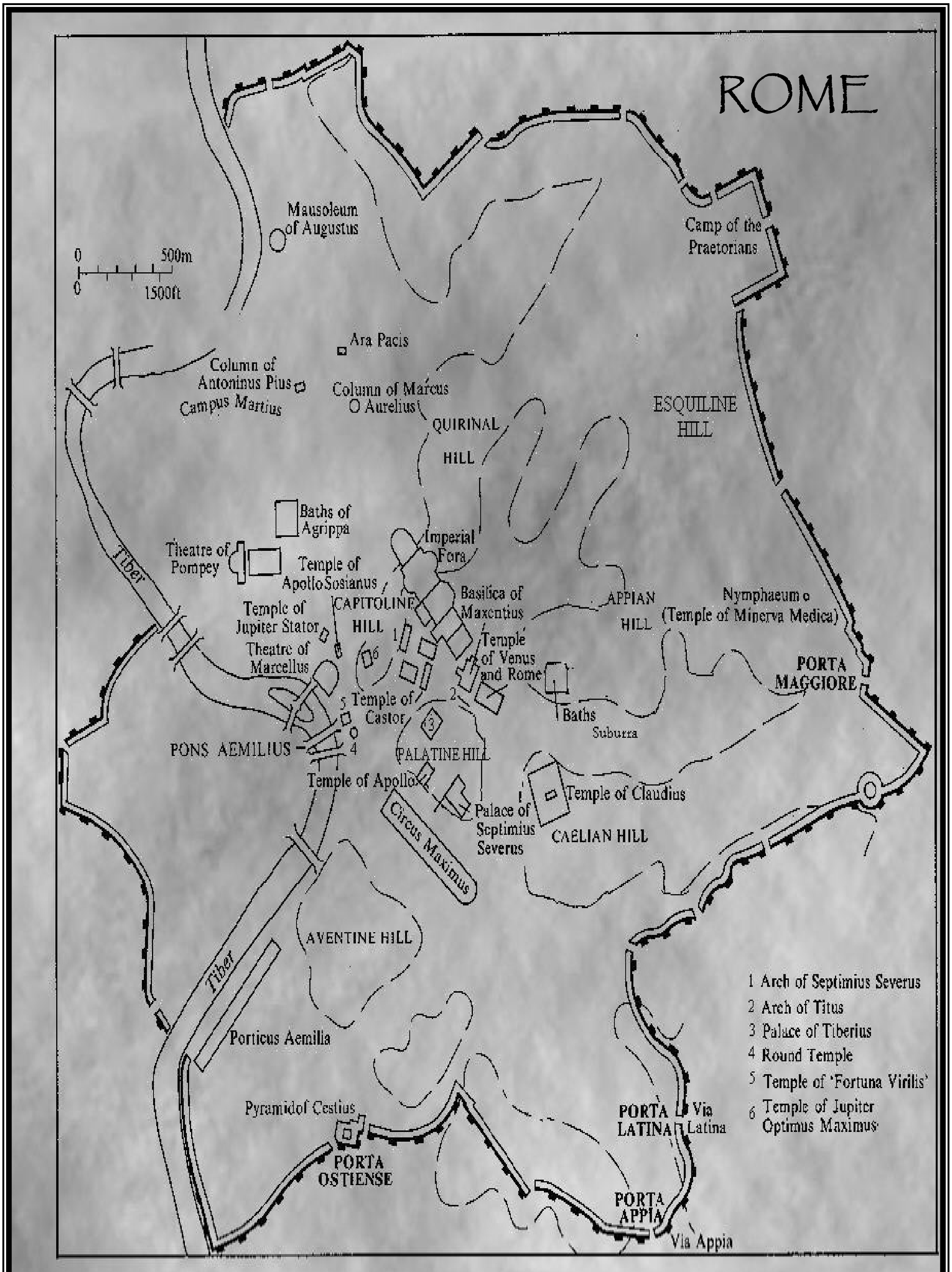
68 CE: Nero commits suicide and the Empire is engulfed in civil war.

69 CE: Trajan, a General in the Legions, wins the civil war and becomes Emperor.

70 CE: The Legions crush a Jewish revolt in Jerusalem and besiege the Masada. Construction begins on the Colosseum.

73 CE: All Zealots in the Masada are killed.

79 CE: Hecrulaneum and Pompeii destroyed in the eruption of Mount Vesuvius.

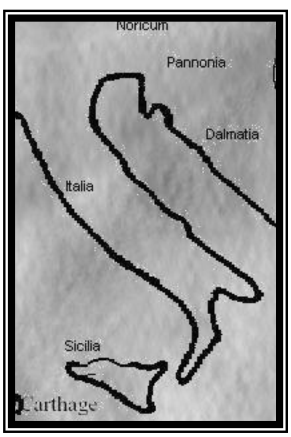

ROME
Mausoleum of Augustus
0 500m
0 1500ft
Camp of the Praetorians
Ara Pacis
Column of Antoninus Pius
Campus Martius
Column of Marcus Aurelius
QUIRINAL HILL
ESQUILINE HILL
Baths of Agrippa
Theatre of Pompey
Temple of Apollo Sosianus
Imperial Fora
Tiber
Temple of Jupiter Stator
CAPITOLINE HILL
Basilica of Maxentius
APPIAN HILL
Nymphaeum
(Temple of Minerva Medica)
Theatre of Marcellus
Temple of Venus and Rome
PORTA MAGGIORE
Temple of Castor
Baths
Suburra
PONS AEMILIUS
PALATINE HILL
Temple of Apollo
Temple of Claudius
Palace of Septimius Severus
CAELIAN HILL
Circus Maximus
AVENTINE HILL
Tiber
Porticus Aemilia
1 Arch of Septimius Severus
2 Arch of Titus
3 Palace of Tiberius
4 Round Temple
5 Temple of 'Fortuna Virilis'
6 Temple of Jupiter Optimus Maximus
Pyramid of Cestius
PORTA LATINA
Via Latina
PORTA OSTIENSE
PORTA APPIA
Via Appia


Mare Nostrum
Caledonia
Hibernia
Britannia
Sarmatia
Germania Magna
Germania
Inferior
Belgica
Oceanus Atlanticus
Lugdunensis
Germania
Superior
Rhaetia
Gaul
Noricum
Aquitania
Pannonia
Gallaecia
Nabonensis
Dalmatia
Pontus Euxinus
Lusitania
Corsica
Italia
Thacia
Pontus
Armenia
Bithynia
Macedonia
Baetica
Galacia
Cappadocia
Epiru
Sardinia
Sicilia
Asia
Ephesus
Parthian Empire
Carthage
Africa Pronsularis
Lysia
Cilicia
Mauretania
Achaea
Syria
Numidia
Mare Internum
Creta
Cyprus
Judea
Cyrene
Cyrenaica
Arabia Magna
Egypt

A SHORT TOUR AROUND MARE NOSTRUM

The Romans refer to the Mediterranean as Mare Nostrum, Our Sea. By the reign of Claudius, the Roman Empire controls practically every square inch of land that touches the sea. This section provides brief sketches of the provinces that make up the Roman Empire and highlight some of the cities that house the Empire's millions of residents. This brief tour starts in Italy and moves east before circling down to North Africa and then back across to Italy.

ITALIA



Italia is the home of the Empire and boasts its most magnificent city, Rome. Italia is also home to cities such as Pompeii, which is home to 10,000 inhabitants although it will be buried in volcanic ash in 79 CE. Another city that will suffer the same fate, Herculaneum, is a seaside community where many of Rome's wealthiest build their villas. The countryside is dotted with other cities, vineyards and sprawling farms that provide sustenance to the cities.

ROME

Center of the Empire, all roads lead to Rome, and public works ensure that those roads are well maintained. In the middle of the first century CE, Rome is home to nearly a million people. As more people pour into the city for the chance to become wealthy, the gulf between rich and poor grows. Aqueducts bring water to the private baths of the wealthiest and to the public baths where the less fortunate bath.

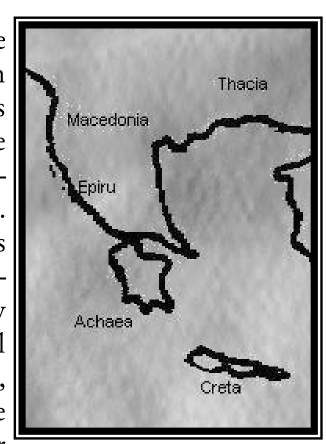
The homes of the rich are large, impressive affairs staffed by 400 or more slaves. The poor, on the other hand, live in tenements called insulae that often reach six stories in height. If the insulae doesn't burn to the ground, it caves in, killing those unfortunate enough to call one of the tiny apartments home. The orator Cicero owns several tenements in the city and notes that the situation is often so bad that "not only the tenants, but even the mice have moved out." Both rich and poor, however, come to the forum. In Roman cities, the forum serves as the center of public life. The square is surrounded by temples, courts and monuments, as well as numerous porticos that shelter produce stalls, moneychangers, and food vendors.

Under Claudius, Rome underwent a small measure of urban renewal. His orders created two aqueducts, drained the Fucine Lake and constructed the harbor at Ostia. It is said that the Aqua Claudia, one of the two aqueducts, provides the best water Rome has ever enjoyed.

GREECE

A province that had once rivaled Rome for control of the Mediterranean, Greece fell under the might of the Roman Legion.

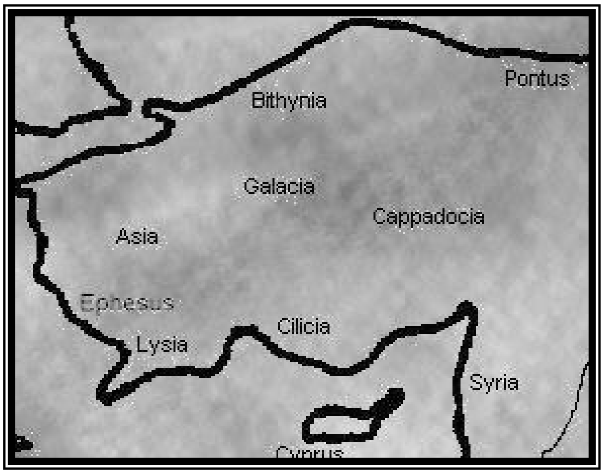
ATHENS



Once one of the most powerful cities in Greece, Athens is treated as little more than a museum exhibit by the Romans. When a building needs repair, the Roman engineers unknowingly adhere to the Classical or Hellenistic style, rather than modernize it as they do in other

cities. This creates a sense of the city existing outside of time.

ASIA MINOR

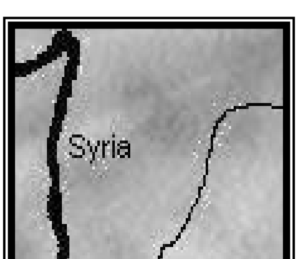


A large province that stretches from Greece to Syria and borders both the Mediterranean and Black Seas, Asia Minor is very mountainous and home to numerous independent tribes who refuse to fully accept Roman rule. The Roman province of Asia Minor roughly corresponds to twenty first century Turkey.

EPHESUS

An ancient harbor situated between Mount Koressos to the south and Mount Pion to the east, Ephesus is a center of learning. Home to the library of Celsus, numerous scholars would regularly travel to the city to advance their knowledge. Ephesus is also home to a massive temple to Athena that now hosts a cult worshipping Shub-Niggurath.

SYRIA

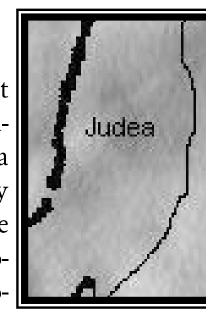


The Levantine coastline forms the majority of the Roman province of Syria. The wealth of this province is the result of the numerous trade routes between the cities of this province and the Arabian cities further inland. Spices, silks, slaves, and knowledge have traveled those routes for centuries, purchasable by the highest bidder.

PALMYRA

An oasis town midway between the ports of Sidon, Tyre, and Byblos and the Euphrates, Palmyra thrives on the trade between the Empire and the Far East. The cosmopolitan nature of the city shows in its choice of temples. The largest temple in the city is a temple to Bel, a Semitic, not Roman, god.

JUDEA

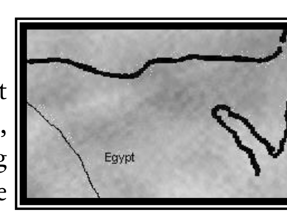


Judea is a small province at the east end of the Mediterranean. Relatively arid, Judea contributes little economically to the Empire outside of the heavy taxes levied, but its geographic position is vital to Roman hegemony in the eastern Mediterranean.

JERUSALEM

The large capital of Judea, Jerusalem is home to the largest monotheistic culture in the Empire, the Jews. Numerous other mystery cults, such as Christianity, are beginning to take a foothold in the city as well. Tensions are high, however, as the Jews are taxed excessively and rumors of rebellion are starting to circulate. Interestingly, Jerusalem was built on seven hills, just like Rome.

EGYPT



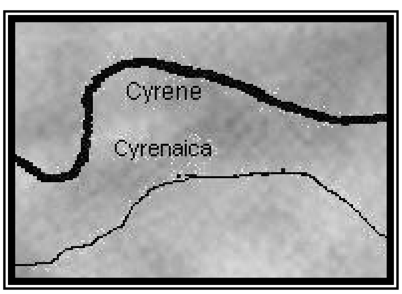
One of the wealthiest provinces of the Empire, the grain farms along the Nile provides more grain for the Empire than all of Gaul. After the defeat of Marc Antony's forces by Octavian at Actium, Egypt sub-

mitted to Rome's rule. Both Rome and Egypt quickly saw the benefits of the Egyptian province. Egypt provided food, slaves, architectural inspiration, and a vacation spot to the wealthy Romans and Rome provides an eager market for everything Egypt can provide.

Alexandria

A large city at the mouth of the Nile, Alexandria was formerly home to the royal palace of the Greek kings of Egypt and now hosts the Roman consul. It was also home to the legendary Royal Library, which has been said to contain between 40,000 and 500,000 scrolls. The library was destroyed by a mysterious fire in 48 BCE.

Cyrenaica



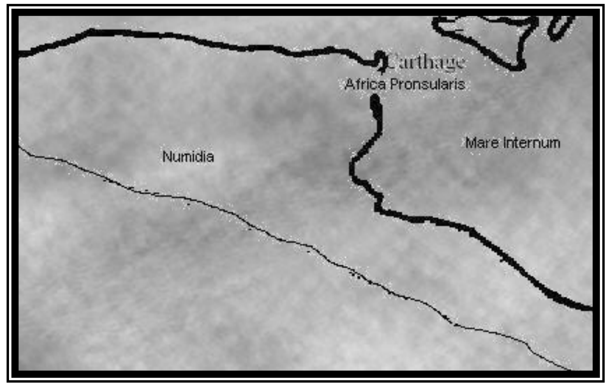
A relatively poor province in North Africa that corresponds to 21st Century Libya, Cyrenaica never underwent the development of other Roman provinces. Alternating between mountain ranges and arid desert, there are few settlements in Cyrenaica.

Cyrene

The largest city of Cyenaica, Cyrene is situated on the highest point of the gebel, or mountain range, which borders the Mediterranean coast. It offers a commanding view of the surrounding sea and enjoys a brisk trade that rarely enters the hinterland of the province.

Numidia and Africa Proconsularis

The territory that encompasses these two provinces once belonged to the mighty Carthagian Empire, destroyed by Rome in the Third Punic War, 149-146 BCE. The cities of this region quickly adopted Roman culture, but interior communities often have little more than the thinnest veneer of Roman civilization. Nomadic bands of murderers appear out of the Southern Desert, strike, then fade back into the sands before the Legion could respond. These two provinces correspond to portions of 21st Century day Libya, Tunisia and Algeria.

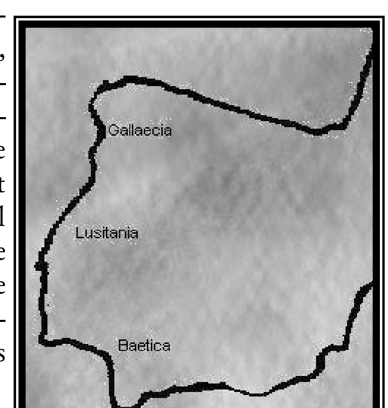


Carthage

Capital of an Empire that once rivaled Rome, and even took the battle to the borders of Italy, Carthage soon came to have all the amenities one could find in Rome. Baths line the shore and aqueducts delivere water to the residents.

Spain

What is considered 21st Century Spain consists of four provinces, Baetica, Lusitania, Gallaecia and Tarraconensis. These provinces attract traders from well before the time of Rome because the interior, although arid, was rich in metal.

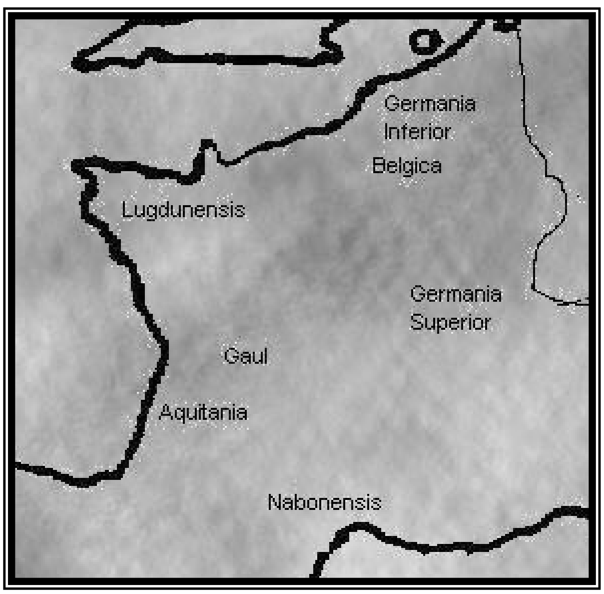


MERIDA

Capital of Lusitania, Merida's walls enclose 50 hectares of land, and it is one of the largest cities in the Empire. Its amphitheater, built in 8 BCE, seats up to 15,000 spectators. Three aqueducts cross this city bringing fresh water to the masses.

GAUL

One of the earliest provinces, Gaul was conquered in three phases by Julius Caesar between 58 and 51 BCE. The topography of Gaul ranges from substantial mountain ranges like the Alps to dense forests. When the Romans invaded, Gaul was home to numerous Celtic tribes who often fought amongst themselves. Although they eventually allied to battle the Legions, they were no match for the highly trained and skilled Roman soldiers. In the first century CE, many of the Celts are indistinguishable from Romans. They wear togas, speak Latin and celebrate Roman festivals in Roman forums and amphitheaters.



NEMAUSUS

Founded as a colony for veterans of the Gallic campaigns in 28 BCE, Nemausas is an impressive city that Roman citizens visit frequently. This city encompasses 550 acres and has over 50,000 citizens. The massive walls that defend the city are 2.5 meters thick and are supported by 19 towers and several gates, one of which, the Gate of Augustus, has two arched passageways for wheeled travel and two smaller passageways for foot traffic. The largest tower, Tour Magne, is built on the highest point of the city and stands 40 meters high.

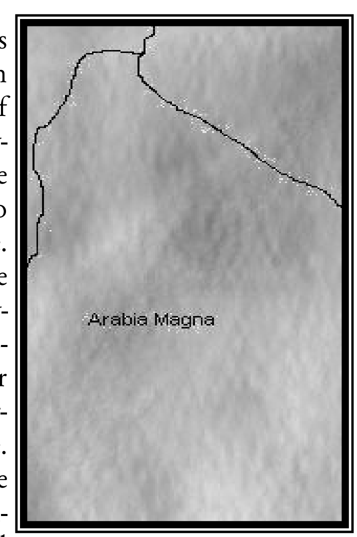
BRITANNIA–CONQUERED

In 43 CE, Claudius sent four legions to Britain to conquer the island. Four years later, the legions had overrun most of the south and east part of the island. At the time of Cthulhu Invictus, there are no permanent settlements other than the fortresses erected by the Legions.

BARBARIAN LANDS

To the Romans, if you aren't part of the Empire, you're a barbarian. In truth, most Romans consider other members of the Empire to be barbarians as well. This section provides a brief sketch of lands currently not under the Emperor's thumb.

ARABIA MAGNA



This large land is little more than miles and miles of trackless sand. Several Legions have been lost trying to cross the expanse. Whether they were the victims of dehydration, vicious nomadic tribes, or much darker horrors, no one is sure. Rumors have reached the Emperor of powerful

sorcerers who can summon demons and cities that were once larger than Rome that are now buried under the sea of sand.

Britannia–Unconquered

Only a very small portion of the island is currently under Imperial rule. The majority is still home to Celtic tribes valiantly fighting to remain free. The Romans are shocked by what returning troops claim about the Britons. They say women lead men into battle, head-hunting is common and ritual tattooing is believed to the augment the valor and prowess of warriors.



Germania Magna

A large expanse of forests, rivers and mountains, part of which was once a province, the tribes of this region pride themselves on their freedom and the fact that they pushed the mighty legions out of their territory. At the same time, many young tribesmen join the Legions to learn the Roman tactics and gain a place in the Empire as a citizen. Greek and Roman geographers hint that some of the tribes worship dark, feral gods in the deep expanses of the woods. Germania Magna corresponds to 21st Century Germany, Denmark, Switzerland, Austria and large portions of Eastern Europe.



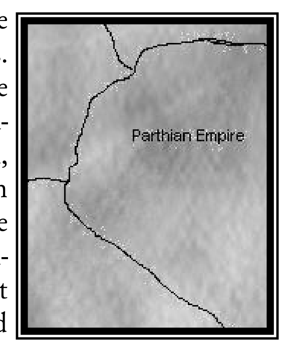
Sarmatia

Leagues and leagues of untamed steppes, Sarmatia is home to numerous nomadic tribes of horsemen who will ally with the Romans on one day only to wage war against them the next. The majority of the tribes are pastoral herders who worship their own gods, such as Tabiti, a woman with fiery hair who lives in a hut that travels the steppes on the legs of a chicken. Some travelers report that Sarmatia is home to the Amazons of legend. The boundaries of ancient Sarmatia contain 21st Century Russia, Ukraine, parts of the North Balkans and Central Asia.



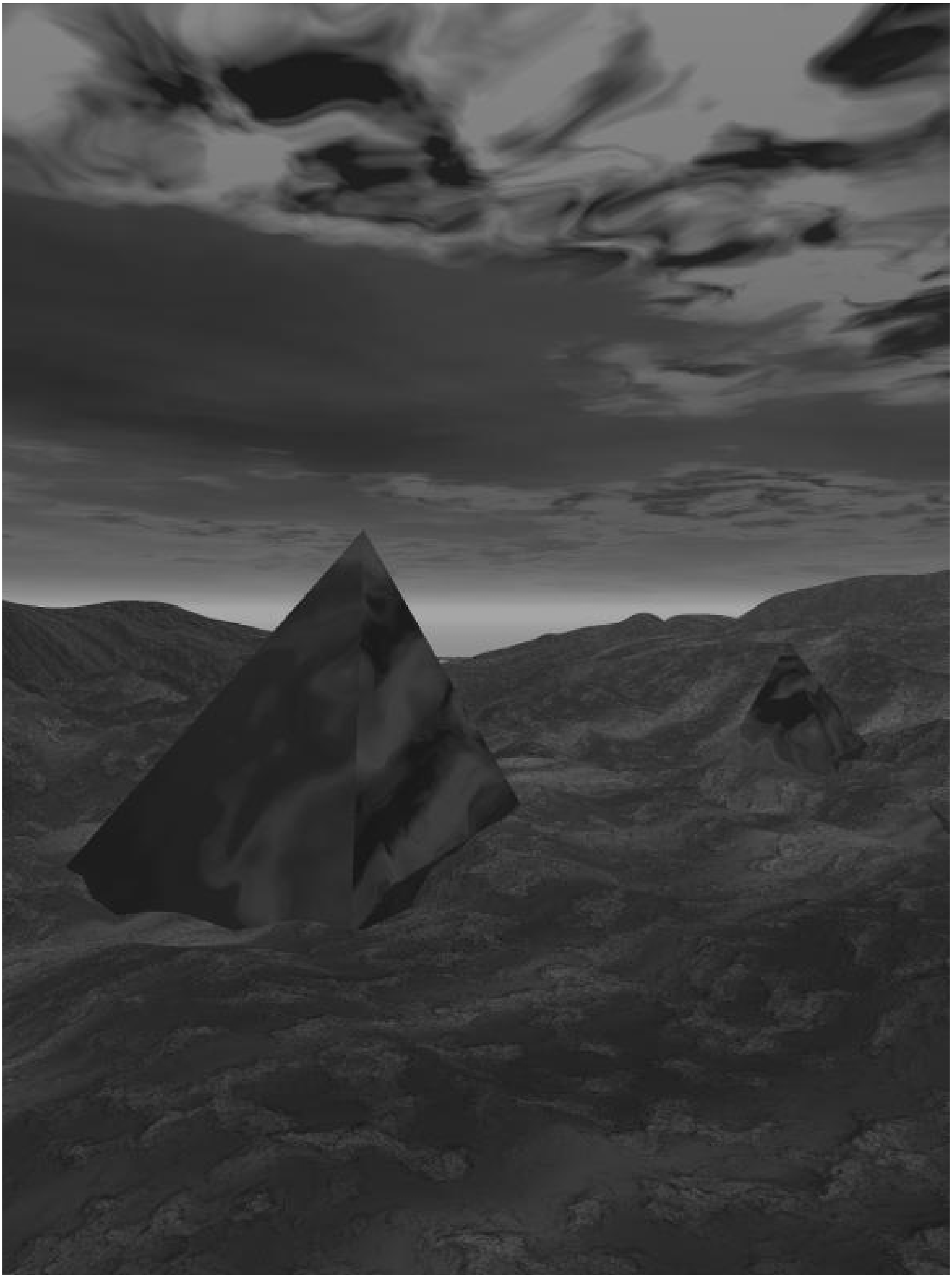
Parthian Empire

A large empire that stretches from the Persian Gulf to the Black Sea and contains such legendary cities as Babylon and Assur, the Parthian Empire is a thorn in the Emperor's side. Numerous campaigns have been waged against the Parthians, but defeat after defeat has forced the Romans to recognize the power of the Parthians. The main religions of the Parthian Empire, Mithraism and Zoroastrianism, confuse the Romans with their monotheism. The Parthian Empire encompasses what become 21st Century Iran, Iraq and parts of Saudi Arabia.



Kush

Situated below the sixth cataract of the Nile, Kush is a powerfully rich nation that was only recently pushed out of Egypt. A lush land whose history includes being the 25th pharonic dynasty of Egypt, Kush serves as a trading center for emissaries from Rome, the Arabian Peninsula and sub-Saharan Africa. This influx of cultures has led to a society that assimilated Hellenistic, Hindu and African elements into a single whole. Located near the source of the Nile, Kush corresponds roughly to 21st Century Ethiopia.



Character Creation

The key to an enjoyable role-playing experience is an interesting, fun to play character. While the plot is important, without an enthralling persona to step into, there's little to bring players back to the table.

Cthulhu Invictus characters are created in the same manner as characters in other eras. The player should roll 3d6 for Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Appearance (APP). He should roll 2d6+6 for Size (SIZ); 2d6+6 for Intelligence (INT); and 3d6+3 for Education (EDU).

Other necessary characteristics are derived from the 8 base characteristics.

- Sanity (SAN) is POW x5.
- Idea is INT x5.
- Know is EDU x5.
- Luck is POW x5.
- Damage bonus is derived from the total of STR and SIZ. Compare the total with the below table.
- Enter 99 for 99 minus Cthulhu Mythos. As the investigator gains knowledge of the Cthulhu Mythos, this value decreases.
- Hit points are CON plus SIZ divided by 2; round up fractions.
- Magic Points equal POW.
- Sanity Points equal SAN.

Damage Bonus

STR + SIZ	*DB*
02 to 12	*-1D6*
13 to 16	*-1D4*
17 to 24	*+zero*
25 to 32	*+1D4*
33 to 40	*+1D6*
41 to 56	*+2D6*
57 to 72	*+3D6*
73 to 88	*+4D6*

Names

Male Roman Names

Like much of Roman society, Roman Names had a complex structure and stratigraphy. It was often possible to determine a Roman man's position in society by the number of names he possessed. The typical Roman aristocrat had three names, the Praenomen, Nomen, and Cognomen. The Praenomen was the man's individual name as given in a naming ceremony. It was typically only used in an intimate family setting. The hereditary Nomen was the man's public name if he lacked a Cognomen. The Nomen was the name of the man's clan (gens). A man's third name, the Cognomen, was his public name. An example of a man's full name would be Gaius (praenomen) Julius (nomen) Caesar (cognomen).

Sample Praenomens include: Appius, Aulus, Caeso, Decimus, Gaius, Gnaeus, Lucius, Manius, Marcus, Numerius, Publius, Quintus, Servius, Sextus, Spurius, Tiberius, Titus, Vibius.

Sample Nomens include: Accius, Acilius, Aelius, Aemilius, Afranius, Annius, Antonius, Appuleius, Apustius, Aquillius, Atilius, Attius, Aufidius, Aurelius, Caecilius, Caedicius, Calpurnius, Carvilius, Cassius, Claudius, Clodius, Coelius, Cornelius, Cornificius, Coruncanius, Cremutius, Curius, Decius, Domitius, Duilius, Ennius, Fabius, Fabricius, Fannius, Flaminius, Flavius, Fufius, Fulvius, Fundanius, Furius, Gellius, Genucius, Hirtius, Hortensius, Hostilius, Iulius, Iunius, Iuventius, Labienus, Licinius, Livius, Lutatius, Maccius, Mamil-

ius, Manlius, Marcius, Marius, Minucius, Mummius, Munatius, Nautius, Norbanus, Octavius, Ogulnius, Opimius, Otacilius, Papirius, Petillius, Pompeius, Pompilius, Popillius, Pomponius, Porcius, Postumius, Pupius, Quinctius, Rupilius, Rutilius, Scribonius, Sempronius, Sergius, Servilius, Sosius, Sulpicius, Tarquinius, Terentius, Tullius, Valerius, Vatinius, Vibius, Vipsanius, Volcacius, Volumnius.

Sample Cognomens include: Achaicus, Aemilianus, Afer, Africanus, Agrippa, Ahenobarbus, Albinus, Allobrigicus, Arvina, Asiaticus, Asina, Baliaricus, Barbula, Blaesus, Blasio, Brutus, Buteo, Caecus, Caepio, Caesar, Caesoninus, Caiatinus, Calvus, Calvus, Canina, Carbo, Catalina, Cato, Catulus, Caudex, Caudinus, Celer, Censorinus, Centumalus, Cerco, Cethegus, Cicero, Cinna, Clepsina, Clodianus, Corculum, Corvus, Cotta, Crassus, Creticus, Crispinus, Crus, Curio, Cursor, Decula, Dentatus, Diadematus, Dives, Dolabella, Drusus, Eburnus, Etruscus, Falto, Fimbria, Flaccus, Flaminius, Florus, Frugi, Fundulus, Gallus, Geminus, Germanicus, Geta, Glabrio, Gracchus, Gurges, Hispallus, Hypsaeus, Isauricus, Labeo, Laenasm, Laevinus, Lentulus, Lepidus, Libo, Licinius, Ligus, Livianus, Longinus, Longus, Lucullus, Lupus, Luscinus, Macedonicus, Magnus, Malleolus, Mancinus, Marcellus, Maso, Matho, Maximus, Megellus, Merula, Messalla, Metellus, Murena, Mus, Nasica, Nero, Nerva, Niger, Nobilior, Noctua, Octavianus, Orestes, Pacilus, Paetinus, Paetus, Pansa, Papus, Papus, Paterculus, Paullus, Pennus, Pera, Philippus, Philo, Pictor, Piso, Pius, Plautus, Pollio, Porcina, Pulcher, Pullus, Purpurio, Ravilla, Regulus, Rufinus, Rufus, Rullianus, Russus, Sabinus, Salinator, Saverrio, Scaevola, Scipio, Serapio, Serranus, Servilianus, Silanus, Sophus, Spurinus, Strabo, Sulla, Sura, Tamphilus, Tappulus, Thalna, Thermus, Torquatus, Tremulus, Tuditanus, Tullus, Turrinus, Varro, Varus, Verrucosus, Vitulus, Vulso.

It was also possible for men with two or three names to earn a fourth, the Cognomen ex virtute or nickname. Some common fourth names were Magnus (the Great) and Felix (the Lucky). In some cases these names were bestowed on a man for his achievements, as happened to Publius Cornelius Scipio Africanus (conqueror of Africa). In no case were these names passed on to descendants.

Female Roman Names

In the early Empire, female Roman citizens had two names. They generally took the feminine form of their father's Nomen and the diminutive form of his Cognomen. As an example, the daughter of Marcus Livius Drusus would be Livia Drusilla. Aristocratic women, however, often took names which reflected their lineage. For example, the two daughters of Augustus' daughter Julia, who was married to Marcus Vipsanius Agrippa, would normally have been named Vipsania; instead, one was called Julia and the other Agrippina.

Sample female names: To create a female name, drop the ending of the male name and add either –a or –ia, which ever sounds better. For example, Livius becomes Livia and Merula becomes Merulia. There are a few oddball names, such as Drusilla, which is formed from Drusus, but the end result should be a name you like, can pronounce and fits the character.

Slave and Freed slave Names

A slave only had one name. This name could either be a family name held before the person was enslaved, or a name given to him by his master. In this case, the name

could be anything. It could be a mythological name such as Heracles or a name indicating where the slave was from, such as Aegyptus. When a slave was freed, his slave name became his Cognomen and he took the Praenomen and Nomen of his former master, who became his patron.

Birthplace and Language

The investigator can come from any region of the Empire, or even the lands beyond.

Investigator's Gender

The first century CE, particularly in the Roman Empire, was a very sexist time. With few exceptions, women were confined to the roles of daughter, wife and widow, generally in that order. Their roles were defined according to the man they were associated with, whether that be father or husband.

Since role-playing should be fun, there's no need to adhere to this stricture unless the keeper is striving for a more historically authentic experience. If the keeper allows it, a player could choose to be a female prefect or even a female senator.

Education

The average Roman citizen was more educated than many people were for centuries after the fall of the Empire, but formal schooling wasn't always an option. In Cthulhu Invictus, Education could represent formal schooling for occupations like senator and patrician or life experience in the case of centurions and slaves. For upper class Romans, education consisted of private tutors. Boys between the ages of seven and eighteen would spend their days with a tutor learning reading, writing, mathematics and rhetoric. Typically, a student would travel to the tutor's house or a public place where the tutor would instruct several students at a time. In the lower classes, children would be sent to tutors only if the family could afford it. Otherwise, the children were taught by either their father or educated slaves, if the family had any. Girls also visited tutors, but only until they were about eleven, learning the same reading, writing, and mathematics that boys did.

Age and Aging

By default, the investigator is 18. However, the player is free to choose any age he wishes, provided it is no lower than EDU + 3 years. For every ten years over 18, increase EDU by 1 and allot 20 occupation points. The player must also remove 1 point of STR, CON, DEX, or APP, the player's choice.

Money

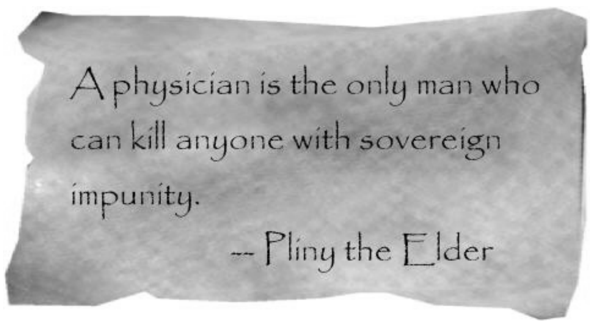
In addition to barter, the legal tender of the Empire was the sesterce. In Rome, the economy was driven by coin, but in the outer provinces a chicken may bring in more in trade than twice the chicken's worth in sesterces could buy. The description of each occupation includes an entry for money, which is the amount available to the investigator at creation, and yearly income, which represents the average amount a representative of the occupation could earn in a good year.

Occupations

Life in Rome was thoroughly urbanized, but life in the provinces was oftentimes starkly rural. The occupations available to investigators represent this dichotomy. A sampling of occupations, their skills, and personality notes is provided below. This is by no means an exhaustive list and players

are encouraged to create new occupations for their investigators.

After selecting an occupation, multiply



the investigator's EDU by 20 and allocate those points among the 8 skills associated with the occupation.

After those points are spent, multiply the investigator's INT by 10 to determine his personal interest points. Those can be allocated among any skills the player desires except Cthulhu Mythos.

Add the personal interest and occupation points to the base chance listed in parenthesis to the right of the skill. The total is the character's base chance to succeed at that skill.

It is not necessary to assign points to every skill, or even allocate all the occupation and personal interest points, but any points not doled out at character creation are lost.

ARTISAN

Accounting, Art, Bargain, Craft, Empire, Fast Talk, Persuade, Write Language

You are a trained craftsman. You put your all into your art and hope others will appreciate what you've accomplished, and pay handsomely for your work. Many artisans began their lives as slaves who later earned their freedom.

Money: 1d3 x100 sesterces + 400 sesterces in saleable product. Yearly Income: 1200 sesterces.

AUGUR

Fast Talk, Insight, Library Use, Medicine, Natural World, Occult, Potions, Science (Augury). If the player wishes, and the Keeper allows, the Augur can begin play with the spell Augury in place of one of the above skills.

You believe you can tell the future. Whether you do that through the flight patterns of birds, the entrails of sheep, deep meditation or raw, unadulterated math, people trust in your divination. There are many things out there that even you don't comprehend, though.

Money: 1d3-1 x100 sesterces (minimum 100). Yearly income: 700 sesterces.

AUXILIARY

Climb, Empire, Jump, Ride, Sneak, Tactics, Throw, +2 weapon skills as personal specialties

Once an outsider, considered by most Romans to be a barbarian, your special skills have found a place in the legion. While you don't fight alongside the Centurions in hand to hand combat, you protect the Empire with your bow, sling, catapult or other weapon. If you can survive 10 years of service, you and your immediate family earn citizenship.

Money: 1d3 x100 sesterces + weapons and armor. Yearly Income: 800 sesterces.

BARBARIAN

Climb, Hide, Jump, Other Kingdoms, Ride, Sneak, +2 skills as personal specialties

While you don't consider yourself to be crude, crass, or filthy, the Romans do. What they don't realize is that you appreciate their culture and skills and plan on making the Empire yours one day. For now, though, you bide your time, learning everything you

can.

Money: 1d3+1 x50 sesterces. Yearly Income: 800 sesterces.

Cavalry

Drive, Empire, Ride, Status, Tactics, Track, +2 weapon skills as personal specialties

While the legions walk, you ride. Most likely you're from Parthia, Samartia or Gaul, where horsemanship is common, but you've found a place in the Legion supporting the Centurions as a scout or outrider.

Money: 1d3 x50 sesterces + armor, weapons and horse. Yearly Income: 750 sesterces.

Centurion

Climb, Empire, Jump, Spot Hidden, Tactics, Shield, Sword, Pilum

You are the backbone of the Legion. Without your strong sword arm and powerful shield wall, the Empire will fall. You are better trained and more skilled than any enemy you will ever face, or at least that's what your commander keeps telling you.

Money: 1d3 x100 sesterces + armor and weapons. Yearly Income: 900 sesterces.

Courtesan

Art, Bargain, Empire, Fast Talk, Insight, Listen, Status, Write Language

You provide companionship to men who can afford to meet your prices. You might be a temple prostitute, giving your body for your goddess, or you might be an elite, highly educated member of a middle class family who's earned a name for herself as a scintillating conversationalist.

Money: 1d3+1 x100 sesterces. Yearly Income; 1300 sesterces.

Entertainer

Art, Bargain, Climb, Conceal, Jump, Persuade, +2 skills as personal specialties

You make your money by making people laugh, cry or gasp in shock and awe. While your employment may not be the most regular, Rome's increasing fascination with games and diversions guarantees you'll be well fed for the foreseeable future.

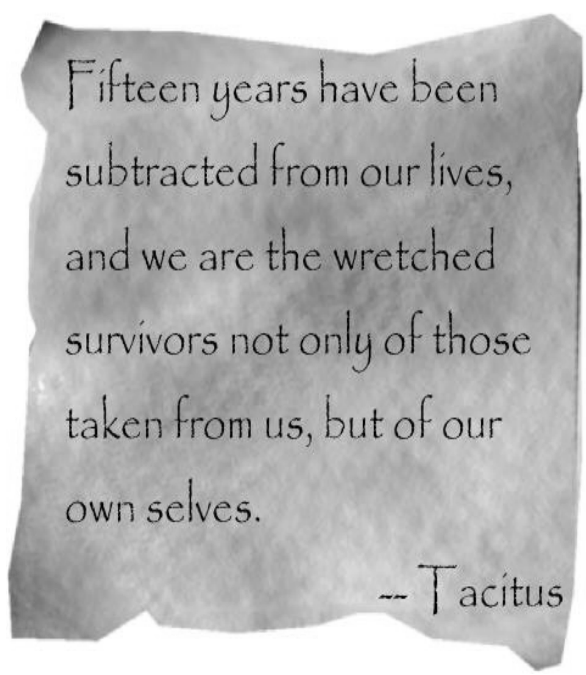
Money: 1d6 x50 sesterces. Yearly Income: 600 sesterces.

Farmer

Accounting, Bargain, Civics, Craft, First Aid, Natural World, Repair, Track

Rome depends on you for survival. You may have a small plot of arable land in Italy, or miles of wheat fields in Egypt. Regardless, Rome depends on everything you can provide and that can make you a wealthy man.

Money: 1d3 x50 sesterces +700 sesterces in saleable produce. Yearly Income: 900 sesterces.



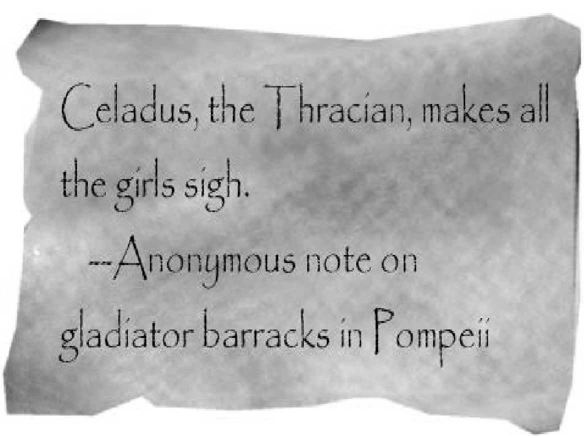
Finder

Bargain, Civics, Conceal, Hide, Insight, Library Use, Other Kingdoms, Spot Hidden

Sometimes prefects and senators don't want to get their hands dirty, but need to learn the details of a rival's life, preferably the embarrassing ones. That's where you come in. Part spy, part private investigator and part thug, you make it your business to know other people's business without them catching on.

Money: 1d4 x100 sesterces. Yearly Income: 1500 sesterces.

Gladiator



Climb, Conceal, First Aid, Fist or Grapple, Insight, Sneak, Throw, +1 weapon as a personal specialty

You may be a slave fighting for your freedom or a citizen trying to earn a living. Either way, fighting is secondary to entertaining the masses. Each fight may be your last, but if it is, you're going out with honor in a blaze of glory. If you began life as a slave or prisoner of war, you spent two years training for the arena in the gladiator academy. If you were a free man who elected to become a gladiator, you were tossed into the amphitheater with no special training.

Money: 1d4 x100 sesterces +armor and weapons. Yearly Income: 1700 sesterces.

Merchant

Accounting, Bargain, Drive, Empire, Fast Talk, Other Kingdoms, Other Languages, Write Language

In an Empire this large, there's a market for everything and you plan on filling every need that you can. You ship pottery from Britain to Egypt and grain from Egypt to Gaul. You may be a small time merchant with a tiny trade route, or you may be a shipping magnate with fleets that sail on your orders.

Money: 1d4+1 x100 sesterces +1000 sesterces in product. Yearly Income: 2000 sesterces.

Patrician

Accounting, Civics, Empire, Other Kingdom (Choose one), Persuade, Status, Write Language, +1 skill as a personal specialty

You enjoy the fruits of others' labor. As a member of the elite, you have no real responsibilities other than spending your money. You're free to travel the Empire, attend glorious parties at sumptuous villas, and spend your days reading. More than likely, you were born to this rank, but lately there have been several members of the lower class who've amassed enough money to buy their way in.

Money: 1d4 x100 sesterces +1000 sesterces in outstanding loans (collecting may be difficult). Yearly Income: 3000 sesterces.

Prefect

Bargain, Civics, Empire, Fast Talk, Insight, Persuade, Status, Write Language

Every city needs a leader, and that's you. While you don't make policy, you enforce it. You ensure that the slaves don't rebel, the

poor get their food, and the fires get put out. In your position, you have access to resources and information that ordinary people will never find.

Money: 1d3+1 x50 sesterces. Yearly Income: 1500 sesterces.

Senator

Civics, Empire, Fast Talk, Library Use, Other Kingdoms, Other Languages, Persuade, Write Language

You are the law. You are the Empire. Without you, Rome would still be a tiny backwater fighting the Etruscans for food. Unfortunately, some of your colleagues have found that while they may be the law, they aren't above it.

Money: 6d6 x100 sesterces. Yearly Income: 5000 sesterces. This figure represents a senator's ability to liquidate some of his property and not an annual income because senators did not receive a salary. They had to prove independent wealth.

Slave

Civics, Craft, Empire, Insight, Natural World +3 skills of player's choice

You may not have your freedom, but at least you have food, shelter and a chance to earn some money to buy your freedom with. Of course, you can also be killed at the whim of your master, but you can't have everything, can you?

Money: 1d10 sesterces. Yearly Income: 400 sesterces.

Surgeon

Accounting, Bargain, First Aid, Insight, Library Use, Medicine, Potions, Write Language

While many who profess to be surgeons are truly executioners, you try your best to ensure that everyone who comes to you is treated to the best of your ability. Most people deride your skills, preferring to seek solace in herbs and the mutterings of wise women. However, when they have an arrow sticking out of their backsides, they don't hesitate to knock. There have also been a couple of times when shadowy men have approached you asking if you can whip up a tonic made from cobra venom. Their price was too good to refuse – you're still alive.

Money: 1d3 x100 sesterces + a surgeon's kit containing needles, cat gut string and some opiate. Yearly income: 1300 sesterces.

Thief

Climb, Conceal, Fast Talk, Hide, Jump, Throw, Track, +1 skill as a personal specialty

Supposedly, the glory of Rome has made everyone rich. Well, not you. The only way you've found to get ahead is on the backs of others. While that also qualifies you to be a Senator, you prefer to only take people's money.

Money: 1d3 x50 sesterces. Yearly Income: 700 sesterces.

SKILLS

The following list details the default skills and starting percentiles available to investigators in first century CE Rome. If a skill has the same functionality in Ancient Rome as it does in the other Call of Cthulhu eras, specifics will not be defined. In that case, the description of the skill defaults to the description provided in either the primary rule book or Cthulhu Dark Ages, whichever is appropriate. If there are differences in the skill, or it's a new skill entirely, it will be defined after the list.

Accounting	(10%)	Natural World	(10%)
Animal Training	(10%)	Occult	(05%)
Art	(05%)	Other Kingdoms	(01%)
Bargain	(05%)	Other Language	(01%)
Civics	(10%)	Own Language	(EDU X 5%)
Climb	(Dex + Str%)	Persuade	(15%)
Conceal	(15%)	Pilot Boat	(01%)
Craft	(05%)	Potions	(01%)
Cthulhu Mythos	(00%)	Repair	(20%)
Dodge	(Dex X2%)	Ride	(05%)
Drive	(20%)	Science	(01%)
Empire	(25%)	Sneak	(10%)
Fast Talk	(05%)	Spot Hidden	(25%)
First Aid	(30%)	Status	(15%)
Hide	(10%)	Swim	(25%)
Insight	(05%)	Tactics	(01% or 25%)
Jump	(25%)	Throw	(25%)
Library Use	(10%)	Track	(10%)
Listen	(25%)	Write Language	(%10)
Medicine	(05%)		

Skills which are either new or need clarification on how they apply to the Roman world are detailed below.

Animal Training (10%)

Pets were common in Rome. The wealthy had imported birds and monkeys while the poor had dogs and cats. This skill represents a person's ability to teach a domesticated animal to perform simple tricks such as sit, fetch and guard. With birds this skill includes teaching species of starlings, macaws and parrots to talk. An animal can learn any number of tricks, but it takes repeated practice and reward to have the animal perform the trick on commad. With an hour of practice per day, an animal can learn a new trick in a week. Most animals will not follow commands if doing so would place them in danger of serious injury or death. The process of breaking in riding animals such as horses and camels is covered by the Ride skill.

Art (05%)

Common art forms in the Roman period included sculpture, bas relief, frescos, mosaics, pottery and painting. The player should specify on the character sheet exactly what form of art the character is either accomplished in or knowledgeable of. It is possible for the investigator to have skill points in several different forms of art, representing a truly knowledgeable connoisseur.

Civics (10%)

The civics skill encompasses a character's understanding of Roman law and government. This skill can be used to determine whether a given action is legal or not. It can also be used to navigate the Byzantine system of Roman government. A successful skill check can provide the investigator with information as to who controls the ports or whose palm needs to be greased so that the law will look the other way.

Climb (Dex + Str %)

The climb skill represents a character's ability to shimmy up ropes and trees, clamber over walls, and swing through a ship's rigging. Depending on the surface being traversed the character can move between 10 and 30 feet in a round. Failure with a climb check indicates that the character can make no progress this round. If the character fumbles his roll, he falls. The keeper can rule that if a character falls, he is allowed a Dex X2 for every ten feet fallen to catch himself. If the Dex check is successful, the character still takes 1d3 points damage per ten feet fallen to represent the sudden stop and wrenching of the body. The keeper can rule that the character cannot catch himself, if the environment doesn't permit. For example, if a character falls from a tree, he has several opportunities to catch a limb and break his fall. However, if the character were to fall from the top of a vertical wall, there's very little for him to grab onto once he's fallen past the lip of the wall.

Drive (20%)

This skill represents a character's ability to drive a wagon pulled by oxen, a racing chariot pulled by stallions, or elephants pulling a litter. Success indicates that the animals do what the driver intended. Failure indicates that the animals go off in the wrong direction, refuse to move, or otherwise impede movement. A fumble can indicate that the animals spook and run, attack the driver, or overturn the vehicle being pulled.

Empire (25%)

This skill represents the character's knowledge of the Roman Empire, its history, mo-

res and mythology. This skill can be used for recalling or determining what religions are popular this year, who won last year's gladiator games, or whether it was Romulus or Remus who founded the city. Even if the investigator is not native to the Empire, he still has this skill because Rome is all pervasive. In civilized areas that have not been conquered, such as Meroe in Kush, people still know about Rome.

Insight (05%)

An insightful investigator is one who can pick up on subtle body language and speech patterns to determine whether or not someone is lying or trying to obscure the truth. This skill can also be used to lie. In that case, the lier and the person trying to read him make opposed rolls. If the lier wins, his fabrication is believed. If the person trying to uncover the lies wins, he's able to point out the falsehoods.

Potions (01%)

This skill encompasses an investigator's ability to design and brew potions, poisons and antidotes. The first step in this process is a potions roll to determine exactly what ingredients need to be used to make the potion, and what the processes are for making the potion. After that roll, the investigator needs to make a Natural World roll to locate and collect the ingredients necessary. If he is buying the ingredients from a merchant, the roll is still necessary to allow the investigator to determine if the ingredients the merchant is selling are in the proper condition and that they're what the merchant says they are. Once everything has been gathered, a second Potions roll is made to actually create the potion.

Ride (05%)

This skill represents the investigator's attempt to make a riding animal do something other than plod forward at a slow pace. If the investigator needs to make a stallion dart ahead and jump the wall or have an elephant sweep cultists aside with its trunk, this skill is used. Failure indicates that the animal disobeys. Maybe the stallion refuses to run, or darts off to the left. A fumble indicates that either the animal or rider is injured. The rider may have the horse jump too low and hit its hooves on the wall, injuring the horse, or the elephant grabs the rider instead of the cultists.

Science (01%)

The science skill indicates the investigator's knowledge of a particular field of study in Ancient Rome. Common sciences include Architecture, Astrology, Augury, Engineering, Geography, Mathematics, and Metallurgy. The character is able to apply the theories behind a science and achieve measurable results. Here are some guidelines for what can be accomplished with the different sciences.

- **Architecture:** The investigator can design and oversee the construction of buildings. He can also assess the soundness of a building and where the best place to inflict maximum damage would be.
- **Astrology:** The character is able to make hazy predictions about future occurrences by observing celestial bodies. The investigator must observe the heavens for at least two nights before he can arrive at a conclusion. During the Roman empire, astrology was frowned upon as a dangerous innovation and rarely practiced. This science also serves as an Astronomy skill, since the two were intertwined. If the char-

acter needs to know the lunar cycles or when Venus would be closest to the earth, this is the skill to use.

- **Augury:** Another means the Romans attempted to scientifically predict the future. An augur watches the flight patterns of birds or other natural phenomena and after several days of observation can make vague predictions about the outcome of specific events. The augur can be more specific if he employs magic.
- **Engineering:** The investigator can design and supervise the construction of roads, aqueducts and bridges. His in depth knowledge of the techniques involved also allows him to determine the most efficient way to bring down a bridge or aqueduct.
- **Geography:** The investigator is familiar with the lay of the known world and the cultures that inhabit it. The geographer can plan the best route from Rome to Syrene, and knows how the people they meet along the way will be most likely to react to their presence.
- **Mathematics:** Not only can the investigator add and subtract, but he can also create simple ciphers to send coded messages.
- **Metallurgy:** The investigator is familiar with the techniques of mining, what constitutes pure strains of a metal, and what the average value of the metal is on the open market.

Tactics (01% or 25%)

This skill serves as an indicator of the investigator's knowledge of military tactics and how to implement them. If an investigator needs to recall the tactics used by Caesar in the Gallic War, he'd use the Empire skill, but if he wanted to implement those same tactics with a group of legionnaires, he'd use the Tactics skill. If Tactics is part of an occupation's skill list the investigator receives 25%. If an occupation does not have Tactics as part of its skill set, the starting percentile is 00.

The successful application of a Tactics roll before engaging in combat will net the investigator a +10% to his combat rolls for the duration of the combat. The bonus is lost if the investigator is rattled by a SAN loss.

> Happy is the man who remains far from the world of business.
>
> -- Horace

Throw (25%)

This skill represents a character's base chance to hurl a non-weapon object at a target. Weapons such as bows, knives and javelins have their own skills, and those skills should be used when a weapon is employed.

New Weapons Skills

Bow (15%)

This skill represents an investigator's proficiency with bows. The longbow did not exist at this time. All bows are short bows, typically fired from a standing position. Certain cultures, such as the Parthians, were very adept at firing from horseback. The jostling of the rider by the horse makes this a very difficult trick to pull off and incurs a -40% to the attack roll.

Pilum (10%)
The weighted javelin carried by the Roman Legions, the pilum could be thrown or thrust.

Sling (01%)
A sling is a piece of leather with a small pouch used to hurl small rocks or manufactured sling bullets at a target.

Sword [long](20%)
This is a catch-all category for one and two edged longswords. This category includes longswords such as those wielded by barbarians, scimitars like those used by Partians, and the long hiltless swords used by mounted soldiers. Different swords do different damage, however.

Sword [short](15%)
This skill represents a user's skill with short sword such as the gladius and the dirks used by Gallic warriors as a backup weapon. An individual is considered equally skilled in all manner of short swords regardless of what they're technically called. Different short swords do deal different damage, however, so check the weapons table for details.

Shield [small](15%)
This represents an investigator's ability to effectively use a small shield such as a buckler. This shield cannot be used to parry missile weapons.

Shield [medium](15%)
This skill represents an investigator's ability to effectively use a medium shield such as the round shields employed by the Visigoths and other barabarians. Another round shield, the parma, was carried by mounted Roman warriors. This shield can be used to parry missile weapons.

Shield [large] (15%)
The scutum is the shield most people imagine when they picture the Roman Legions. It is a large, rectangular shield made of wood that protects most of the body. This shield can be used to deflect missile weapons.

Siege – bow (00%)
This skill represents an investigator's ability to use siege weapons designed on the bow and whose primary ammunition is bolts. These weapons include the gastraphetes, scorpion, and cheiroballistra.

Siege – launcher (00%)
This skill represents an investigator's ability to use siege weapons that launch rocks, bullets and other large, heavy objects. These weapons include the onager, catapult and palitone ballista.

Siege – incendiary (00%)
This skill represents an investigator's ability to use fire and explosive-based siege weapons such as Greek Fire.


Roman Units of Measure

The Libra, also called As or Pondo, equal to about 11 1/2 ounces, is the basis of Roman weights.

The Modius, equal to about a peck, is the basis of dry measure.

The Amphora containing a Roman cubic foot, is equivalent to about seven gallons.

The Roman Pes or Foot, is equivalent to about 11.6 inches

The Cubitus is equivalent to 1 1/2 Pes

The Passus is equivalent to 5 Pes

The Stadium is equivalent to 625 Pes.

The Jugerum containing 28,800 Roman square feet, equivalent to about six tenths of an acre, forms the basis of Roman square measure.

EQUIPMENT AND SUPPLIES

CLOTHING

Roman clothing served more purposes than just keeping a person dry and warm. It also denotes what class the wearer belonged to. The most famous of all Roman articles of clothing, the toga, had fallen out of fashion in the first century C.E. and was replaced by the tunic, at least in the upper classes. The following table lists the article of clothing, what class it was appropriate to, and the cost.

Article of Clothing	Class	Color	Cost
Tunic with wide stripes	Senatorial	White w/ purple stripes	300 sesterces
Tunic with narrow stripes	Equestrian	White w/purple stripes	150 sesterces
Toga	Lower	Any	15 sesterces
Stola	Upper class women[1]	White	200 sesterces
Palla (shawl)	Any	Any	10 sesterces
Gallium (overcloak)	Any	Any	35 sesterces
Paludamenturn (gallium worn over armor)	Any	Red	60 sesterces
Cucullus (woolen hooded cloak)	Lower	Brown	5 sesterces

1. Girls and foreign women, regardless of class, were not allowed to wear the stola

FOOTGEAR

Like clothing, the style and color of footgear denoted the class of the person. Emperors often spent large fortunes on shoes. The Emperor Caligula had his sandals ornamented with precious stones worth thousands of sesterces. Nero is believed to have worn sandals made of gold.

Footgear	Class	Color	Cost
Togati (short boot with criss-crossing leather straps)	Senatorial	Black w/silver	100 sesterces
Togati	Equestrian	Red	75 sesterces
Sandals	Any	Any	30 sesterces
Wooden clogs	Slave	Brown	1 sesterce
Caliga[2]	Legionary	Brown	40 sesterces

2. A sandal with four inch thick soles interspersed with hobnails.

Gladiatorial Kits

As professional warriors, gladiators were trained to fight with arms and weapons not native to Rome, and many gladiators emulated a certain fighting style and carried specific equipment. To assist the player in creating a gladiator investigator who carries the right equipment, kits for each type of gladiator in the entertainment section are listed below. Each entry contains the gladiator name, the equipment included in the kit, and the cost, which is at a reduced price compared to buying the pieces individually. Since there is a price break, substitutions should not be allowed.

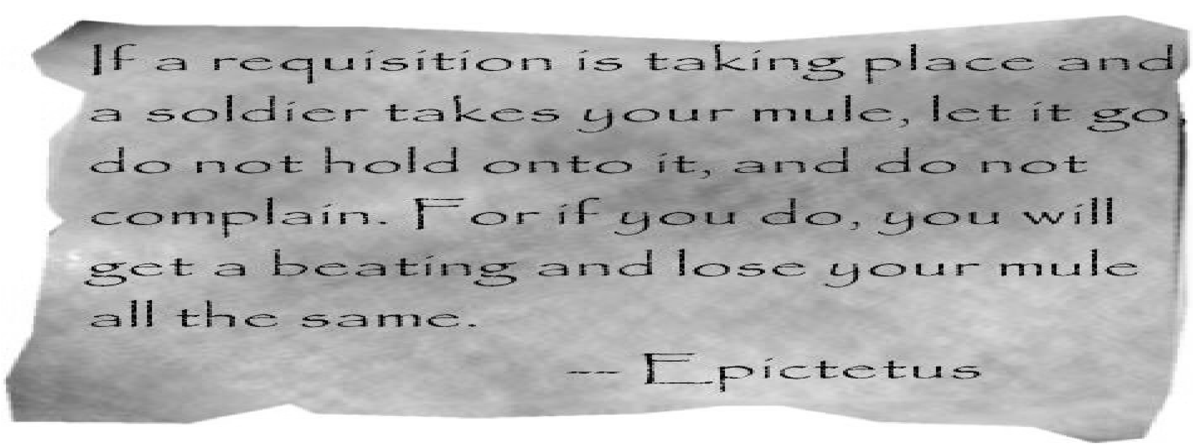
Gladiator	Equipment	Cost
Retiarius	Net, Small knife, Trident	110 sesterces
Samnite	Large shield, Short sword, Samnite	267 sesterces
Secutor	3 Large knives, Large shield	95 sesterces
Thracian	Small shield, Khopesh, Thracian	255 sesterces

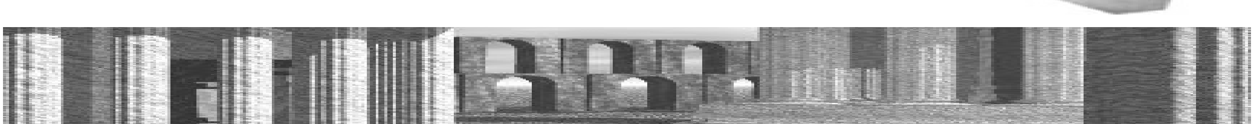
Pets

Many Romans, both wealthy and poor, kept pets. Some authors speculated that pets enhanced the lives of those who kept them. In many cases, pets were given burials denoting their status as members of the family.

Pet	Cost
Bird[3]	10-1000 sesterces
Cat	5 sesterces
Dog	5 sesterces
Monkey	50 sesterces

[3] Birds can range from crows and sparrows native to the Italian peninsula to large tropical birds such as parrots and toucans. Domestic birds are much cheaper than imported.





TRANSPORTATION

Many Romans traveled on foot within the city, particularly because laws forbade all wheeled traffic except for construction traffic during the daylight hours. For longer distances horses and donkeys were used, as were wagons and carriages.

Mode of Transportation	Cost in sesterces[4]
Horse	2000
Donkey	50
Wagon	75
Cisii (light, one person chariot)	1500
Racing Chariot	3500
Litter	950
Radae (carriage for four)	500

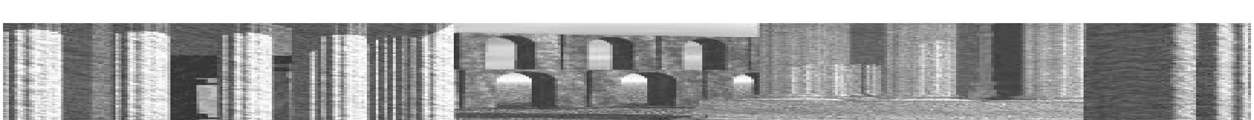
4. In regard to vehicles, this cost does not include the animals or slaves to provide movement

> Writing tablets returned with a sorry answer, God rot their wood with worm and their wax with white mildew!
>
> --- Ovid

VARIOUS AND SUNDRY SUPPLIES

This section contains items the Romans used, and may prove useful to investigators in the course of their travels.

Item	Cost in sesterces
Fish Oil Lantern	5 sesterces
Enough fish oil for 4 hours of light	1 sesterce
Rope, 50ft	1 sesterce
Wax Writing tablet	45 sesterces
Stylus for wax tablet	1 sesterces
Papyrus	75 sesterces/sheet
Vial of Octopus Ink	50 sesterces
Scroll Case	10 sesterces
Leather Satchel	1 sesterces



Recovering Sanity

Licensed therapists were non-existent in the Roman Empire. As such, insane investigators have very few avenues for recovery. For investigators suffering from temporary insanity, trips to the baths, resort villas, or perhaps even participation in certain religious festivals could ground them in reality enough that their mind can rectify their situation. The maximum benefit an investigator can gain from this type of restful recuperation is 1d3 SAN a week for a period of no more than three weeks.

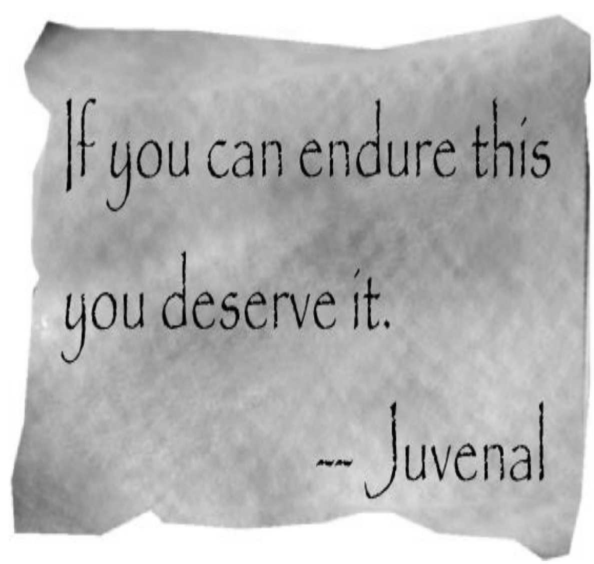
If an investigator is faced with indefinite insanity, his best option would be to rest at a villa in the countryside or in a resort town such as Pompeii or Herculaneum. The relative calm and tranquility of these idyllic settings can provide a chance for the investigator to come to grips with what's happened and allow his mind to heal. While at the resort villa, the investigator cannot leave the villa grounds, otherwise the healing process must start anew. The maximum benefit an investigator can gain from this type of restful recuperation is 1d4 SAN a week for a period of no more than three weeks.

In the cases of both temporary and indefinite insanity, the character must rest at the villa. If the investigator engages in carousing, drinking, fighting, or any behavior other than a daily routine of waking up, walking around, eating a normal meal, etc., they do not recover any SAN that week.

Violence and Sanity

Violence is ingrained in Roman society. Infants are routinely exposed to the elements, boys from an early age are taught martial skills in preparation for service in the army, and citizens of all ages enjoy the spectacles of men killing men and wild beasts tearing into criminals. Without a doubt, this can have an impact on a person's view of what is acceptable behavior and what is not.

After surviving encounters with monsters from out of time and non-euclidian cities, a day spent enjoying the ludi in Rome, whether at the breath-taking chariot races or blood soaked gladiatorial bouts, can recover 1d2 Sanity points for an investigator. This entirely optional rule represents the fact that institutionalized violence can serve as a grounding for people who have known little else. For many, it could be a relief to see man combat man or wild animals instead of inhuman deep ones or squamous hounds, reminding the investigators of the fact that there are enemies that can be defeated and killed.



Combat

Combat in the Ancient World was a nasty, brutish affair. Even if you survived being hacked on, shot at and beat down, you could still die if your wounds became infected and gangrene set in. That being said, the average Roman soldier lived life with wounds and bruises that would confine a modern man to bed.

Combat in Cthulhu Invictus is fairly straightforward. Order of attack is determined by dexterity. The investigator, cultist or monster with the highest DEX goes first. If two combatants have the same DEX, they roll d100, with the lowest roller attacking first.

Once it's decided who is going first, each character gets one attack and at least one parry per round. If an attack roll succeeds, the attacker has a chance of dealing damage. The attacker rolls the appropriate damage die for the weapon he's using then adds or subtracts any applicable damage bonus. If the damage exceeds the defender's deflection value, the excess amount is subtracted from the defender's hit points.

Parrying

A parry can be attempted with either a shield or a hand-to-hand weapon. To succeed in a parry, the defender must declare who he is parrying against and then succeed at a percentile roll with the weapon or shield skill in question. A successful parry does no damage to the attacker. The object used to parry absorbs all damage from the blow. If the damage exceeds the object's hit points, the object is broken and the defender takes any damage exceeding the object's hit points.

- A hand to hand weapon can parry one attack per round
- A shield can parry up to two attacks per round
- Two successive grapple attacks can parry an attack.
- Personal attacks can parry each other
- Personal attacks cannot parry an attack without risking normal damage, but if the person parrying has a higher DEX, he can attempt a grapple.
- Medium and large shields can be used to parry missile weapons.
- Small shields and hand to hand weapons cannot parry missile weapons.
- A parry and a Dodge can be used in the same round unless the character is using his shield to parry two attacks this round.

Recording Damage

Each wound should be recorded separately because First Aid can only be applied once to each wound. For example, if an investigator is successfully attacked three times, the hit point loss should be recorded as -2, -3, -1, even though the investigator has lost a total of 6 hit points.

Weapons: all hand to hand weapons gain the benefit of the investigator's damage bonus.

Healing

Once the damage is done it's time for the survivors to bury the dead, collect their sanity and heal. Untended, an investigator will heal 1d3 hit points a week.

A successful application of First Aid im-

mediately restores 1d3 hit points lost to a single attack or injury. First Aid can only be applied once per wound.

A trip to a surgeon can heal an additional 1d3-1 hit points per week. It should be noted, though, that many Roman surgeons earned the nickname "carnifex", the executioner. Their methods of healing included potions, dried bugs, suturing and dumb luck. In the investigator would rather visit a folk healer, their remedies will cure 1d3 hit points per week of care.

> Every day, each soldier exercises with as much intensity as he would in war.
>
> --Josephus

Another method of healing has its roots in folklore. Many Roman citizens, both in the city and country-side relied on herbs and potions to provide healing. The Herb Table contains several medicinal herbs that were used by both folk healers and surgeons. In many cases, whether an herb was medicinal or poisonous was a matter of quantity. A surgeon would use the same mandrake plant to numb the pain in a patient that a senator would use to murder his rival.

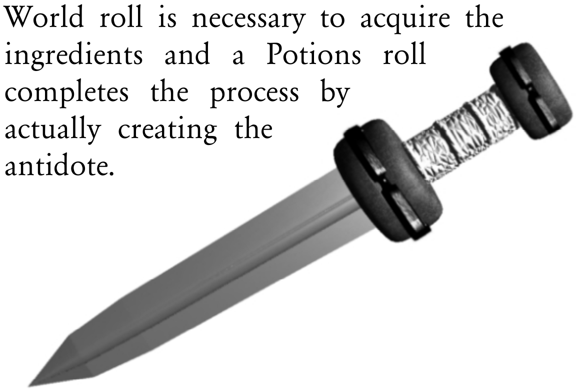
Poisoning

A common pastime in Ancient Rome was poisoning rivals. It was often more difficult to trace than a dagger, and in some cases was made to look like the victim died of natural causes. In many, a well-meaning surgeon might administer too much opium and ends up poisoning his patient. Every poison has a numerical rating for its potency, rendered as POT in the poison table. The higher the POT rating, the swifter and deadlier the poison.

Use the Resistance Table to match the poison's POT against the target's CON. The poison is the attacking force. If a poison overcomes the target's CON, the poison takes effect. Typically, the target loses hit points equal to the poison's POT. If the poison fails to overcome the target's CON, the poison fails to take hold, but the target may still suffer hit point loss equal to half the poison's POT at the Keeper's discretion.

Most poisons are slow acting, and their symptoms intensify over a period of hours. Hit point loss due to poisoning can be pro-rated to last for several hours. For example, Hemlock has a POT of 10, so a successful poisoning would deal ten points of damage to the victim. The victim may lose those hit points at a rate of 1 per hour for 10 hours. It is up to the Keeper to determine whether or not a dosage is sufficient to result in death.

Ingesting the right antidote will stop the poison's effects and the ongoing hit point loss. Creating an antidote can become a small adventure in and of itself. The investigators must use a Medicine Roll to determine what poison is in the victim's system. Then, a Natural World, Medicine or Library Use roll should be used to determine if an antidote is available. At that point a Natural World roll is necessary to acquire the ingredients and a Potions roll completes the process by actually creating the antidote.



Melee Weapons and Damage Table

Hand to Hand	Base %	Dmg	1 or 2 hands	HP	Length	Impale	Parry[1]	Knock-out	Min STR/ DEX	Cost[2]
Fist/Punch	*50*	*1d3*	*1h*	*-*	*Short*	*No*	*Special*	*Yes*	*-*	*-*
Head butt	*10*	*1d4*	*-*	*-*	*Short*	*No*	*Special*	*Yes*	*-*	*-*
Kick	*25*	*1d6*	*-*	*-*	*Short*	*No*	*Special*	*Yes*	*-*	*-*
Grapple	*25*	*Special*	*2h*	*-*	*Short*	*No*	*Special*	*Yes*	*-*	*-*
Ax	*15*	*1d6*	*1h*	*15*	*Medium*	*Yes*	*No*	*Yes*	*9/9*	*80*
Ax, Great	*15*	*2d6*	*2h*	*25*	*Long*	*Yes*	*Yes*	*No*	*11/9*	*100*
Cestus	*50*	*1d6*	*1h*	*-*	*Short*	*No*	*Special*	*Yes*	*-*	*50*
Club	*25*	*1d6*	*1h*	*15*	*Medium*	*No*	*No*	*Yes*	*7/7*	*-*
Knife, small	*25*	*1d4*	*1h*	*10*	*Short*	*Yes*	*No*	*No*	*4/4*	*10*
Knife, large	*15*	*1d6*	*1h*	*20*	*Short*	*Yes*	*No*	*No*	*4/4*	*15*
Pilum	*15*	*1d8*	*1h*	*20*	*Long*	*Yes*	*Yes*	*No*	*7/8*	*45*
Scimitar	*15*	*1d8*	*1h*	*20*	*Medium*	*Yes*	*Yes*	*Yes*	*8/8*	*250*
Spear, short	*15*	*1d6*	*1h*	*15*	*Long*	*Yes*	*Yes*	*No*	*7/8*	*40*
Spear, long	*15*	*1d10*	*2h*	*15*	*Long*	*Yes*	*No*	*No*	*11/9*	*50*
Staff	*25*	*1d6*	*2h*	*15*	*Long*[3]	*No*	*No*	*Yes*	*8/6*	*-*
Sword, gladius	*15*	*1d6+1*	*1h*	*20*	*Medium*	*Yes*	*Yes*	*No*	*5/5*	*175*
Sword, khopesh	*15*	*1d8*	*1h*	*15*	*Long*	*Yes*	*Yes*	*No*	*8/9*	*175*
Sword, short	*15*	*1d6*	*1h*	*20*	*Medium*	*Yes*	*Yes*	*No*	*5/5*	*150*
Sword, long	*20*	*1d8*	*1h*	*20*	*Long*[3]	*Yes*	*Yes*	*No*	*8/7*	*200*
Trident	*10*	*1d6*	*1h*	*20*	*Long*	*Yes*	*Yes*	*No*	*7/8*	*75*

1 For weapons not designed to parry, accumulate damage if used to parry. If a weapon designed to parry blocks a very strong blow, the rolled damage of which exceeds the weapon's hit points, then the weapon breaks.
2 Price in sesterces. Price varies depending on availability and quality.
3 Staffs and long swords may attack at any of the three lengths.

Shields

Powerful attacks damage shields. Each time the blow exceeds the hit point rating of the shield, the points of damage in excess of the rating lower the rating. When the rating reaches zero, the shield is useless.

Shield	Base %	HP	Min STR/DEX	Deflect Missile[1]	Cost
Improvised	*10*	*15*	*7/10*	*N*	*-*
Small	*15*	*20*	*9/9*	*N*	*40*
Medium	*15*	*25*	*11/9*	*Y*	*60*
Large	*15*	*30*	*12/8*	*Y*	*80*

1 Medium and Large shields can be used to parry (block) incoming missiles per the parry rules.

Missile Weapons

The number of attacks per round assumes the attacker is aiming.

Ranged	Base %	Dmg[1]	Base Range[2]	Attacks per round	HP	Impale	Parry	Min STR/ DEX	Cost
Ax	*05*	*1d6*	*5*	*1*	*15*	*Yes*	*No*	*9/11*	*80*
Bow[3]	*15*	*1d8*	*60*	*1*	*10*	*Yes*	*No*	*9/9*	*60*
Knife, small	*10*	*1d4*	*10*	*1*	*10*	*Yes*	*No*	*4/4*	*10*
Net	*01*	*Special*[4]	*5*	*1*	*5*	*No*	*No*	*5/11*	*60*
Pilum	*10*	*1d8*	*25*	*1*	*20*	*Yes*	*No*	*7/8*	*45*
Rock, thrown	*Throw*	*1d2*	*20*	*2*	*20*	*No*	*No*	*5/5*	*-*
Sling	*01*	*1d4*	*60*	*1*	*-*	*Yes*	*No*	*7/11*	*5*
Spear, short	*15*	*1d6*	*25*	*1*	*15*	*Yes*	*No*	*7/8*	*40*
Spear, long	*10*	*1d10*	*15*	*1*	*15*	*Yes*	*No*	*11/9*	*50*

1 Roll the normal damage bonus and divide the result by two. Round up fractions.
2 Range in yards. When using missile weapons, an investigator may attempt to hit a target at up to double the base range. Halve the normal chance to hit. Double the normal chance to hit at less than DEX feet.
3 Arrows do the damage of course, so damage bonus does not apply. An individual arrow has 1 hit point.
4 On a successful attack with a net, the victim is ensnared in the net and must spend the next round cutting himself free. Trying to use any edged weapon other than a small knife to cut free requires that the attack roll be halved. If the victim wishes to remove the net without damaging it, he must spend three rounds freeing himself.

Armor

Rounds to put on assumes the investigator has laid out the armor in advance and has practiced putting it on in the dark.

Armor & Helm	Damage deflection[1]	Burden	Fits other SIZ	Rounds to put on	Cost
Soft Leather	*2*	*Light*	*+/- 2*	*2*	*50*
Hardened Leather	*3*	*Light*	*No*	*2*	*100*
Samnite	*3*	*Light*	*+/- 2*	*2*	*125*
Thracian	*3*	*Light*	*+/- 2*	*2*	*125*
Leather and rings	*5*	*Light*	*+/- 1*	*2*	*400*
Leather and scales	*6*	*Light*	*+/- 1*	*4*	*375*
Chainmail[2]	*7*	*Moderate*	*+/- 2*	*4*	*1000*
Lorica Segmentata	*8*	*Moderate*	*No*	*6*	*2000*

1 -1 if not wearing a helm
2 Deflect 4 damage from thrusting weapons (spear, bow), and 3 from crushing weapons (Fist/Punch, Head Butt, Kick, club, staff, rock, sling)

Medicinal Herbs

Herb	Dose[1]	Benefit[2]	Effect	Cost[3]
Henbane	½ fruit	After application, the surgeon heals 1d4 instead of 1d3-1. After application by a folk healer, the patient regains 1d4+1 hit points.	Sleepiness, amnesia	75
Mandrake	½ fruit	After application, the surgeon heals 1d4 instead of 1d3-1. After application by a folk healer, the patient regains 1d4+1 hit points.	General anesthesia, decreased heart rate	80
Moly	1 fruit	After application, the surgeon heals 1d4+2 instead of 1d3-1. After application by a folk healer, the patient regains 1d4+4 hit points	Numbness, rigor.	175
Opium	½ fruit	After application, the surgeon heals 1d4+1 instead of 1d3-1. After application by a folk healer, the patient regains 1d4+2 hit points	Numbness, restricted movement	100

1 To create the proper dose, the healer or surgeon must make a successful Potions roll. If that roll fails, the Keeper may rule that the patient was poisoned, or allow the patient a Luck roll to avoid being poisoned. In either case, no healing can come from the misapplication of the drug.
2 How the medicine helps the patient, assuming a successful Potions roll.
3 The cost assumes the surgeon or folk healer is buying the herb on the open market. If the investigators wish to locate the herb rather than pay its cost, a Natural World roll can be used to hunt down the herb. Some herbs, such as moly, are exceedingly rare and not found on the Italian peninsula.

Poisons

Poison[1]	Dose	POT[2]	Onset	Duration	Symptoms
Aconite	2 or 3 caps	6	Few min	Varies	Vomiting, diarrhea, seizure
Antimony	1 oz	2	Few min	Varies	Vomiting, diarrhea, respiratory distress
Arsenic	1 oz	4	Few min	Varies	Vomiting, diarrhea, respiratory distress
Bees/Wasps	50 stings[3]	1	Few min	2 days	Pain, shock, collapse, lung edema
Cobra	1 bite	8	Few Min	Hours	Pain, anguish, collapse, necrosis, edema
Hemlock	2-3 grams	10	Few min	Varies	Vision loss, sickness, diarrhea, paralysis
Henbane	1 fruit	1	Few min	Varies	Nausea, vomiting, amnesia
Lead	1 oz	4	Few min	Varies	Muscle pain, headaches, anemia, brain damage
Mandrake	1 fruit	1	30-60 min	24-48 hours	Nausea, vomiting, hallucinations
Opium	1 fruit	6	Few min	Varies	Euphoria, agitation, nervousness
Yew	Several leaves	8	Few min	Varies	Collapse, convulsions, diarrhea, vomiting, coma

[1] Preparation time is 1 day for animal poisons and 1-3 days for vegetable poisons

[2] The potency of the poison is proportional to the dose, e.g. 10 fresh mandrake leaves have a potency of 10. Prepared poisons, as opposed to fresh ones, generally work at half listed potency.

[3] The number of stings delivered each round to a single victim depends on the size of the wasp nest or the beehive: count 25 wasp stings per round for very large wasp nests and 50 bee stings for very large beehives.

Roman Siege Weapons

Siege weapons were part and parcel of Roman military campaigns. They ran the gamut from the relatively small gastraphetes, which served as a very large anti-personnel bow, to the large palitone ballista. The siege weapons in this book are divided into three broad categories for ease of play. Siege-bow weapons, both torsion and non-torsion based, are large bows that shoot bolts. Siege-launcher weapons hurl a projectile as opposed to shooting it. While it's possible to use these as anti-personnel weapons, they are most effective against fortifications and artillery. Fire and explosive devices make up the third category, siege-incendiary.

Granted, these weapons will not do much against mythos creatures — other than perhaps make them really mad — but enterprising investigators can still find ways to use siege weapons to their benefit.

Siege-Bows

Because a siege bow launches its bolt at a velocity so high that the bolt will simply punch through wood or metal, no shield can parry bolts launched by a siege bow.

Gastraphetes

When firing a gastraphetes, a soldier braces it against himself and draws the bowstring back using grooves cut into the frame for leverage. Once the bow is drawn back, a bolt is placed in a channel on the frame. The bowstring is released, hurling the bolt at high rates of speed. A later development of the gastraphetes incorporated a winch to aid in the drawing of the string.

The gastraphetes deals 3d6 damage on a successful hit, negating any benefit the victim may gain from wearing armor. To use the gastraphetes requires the use of Siege-bow skill.

Scorpion

A torsion based thrower, meaning it used a spring loaded pulley system to launch the bolt, the scorpion incorporated metal into its frame to allow for larger projectiles to be hurled at higher rates of speed without the danger of the tension snapping the frame. Rather than the bow being shaped like a standard bow, the scorpion uses two curved and tapered pieces of wood to further enhance the power. This weapon is placed on the ground and supported by wooden legs.

The scorpion is usable by one person and deals 4d6 damage on a successful hit, negating any benefit the victim may gain from wearing armor. To use the scorpion requires the use of the Siege-bow skill.

Cheiroballistra

The largest of the one man operated torsion throwers, the cheiroballistra used a two pulley system to enhance the power of its throwing arm. The cheiroballistra is placed on the ground using a bipod to support the front end.

The cheiroballistra deals 5d6 damage on a successful hit, negating any benefit the victim may gain from wearing armor. To use the cheiroballistra requires the use of the Siege-bow skill.

Siege-Launcher

Onager

A true siege weapon, as opposed to the other torsion bows listed above which were primarily anti-personnel, the onager was operated by a crew of two or more. An improvement over the Greek catapult, the onager was used to hurl stones and other large, heavy objects at walls, enemy artillery and, in some cases, on-rushing forces. Technically, the onager was not developed until the 3rd century CE, but it is being included here for Keepers who want to run campaigns set in the Late Empire, or who really don't care that much about historicity.

The onager deals 12d6 damage on a successful hit. To use the onager, the crew commander must make a successful siege-launcher skill. If attacking a moving target, such as a charging army or rampaging shoggoth, the crew commander has a -50% to his attack roll.

Catapult

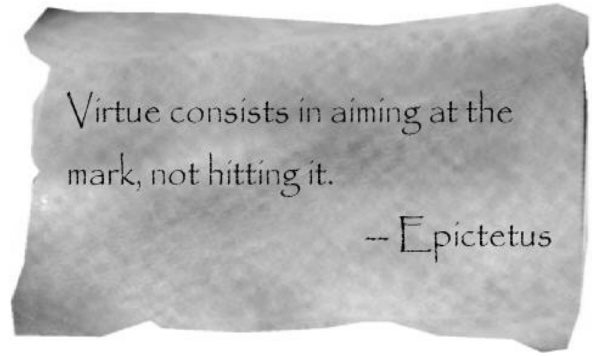
A predecessor to the onager, the catapult was another stone hurler using only one arm instead of two. Although less accurate than the onager, it still could be counted on for hitting the broad side of a fortress.

The catapult deals 10d6 damage on a successful hit. If attacking a moving target, such as fifty charging deep ones or Shub-Niggurath, the crew commander is at -60% to hit.

Palitone Ballista

Another large siege engine, this ballista launches stones roughly the size of a grapefruit. The palitone ballista was equally effective against walls as it was personnel. A windlass is used to draw back the firing arm. At that point, the stone is loaded. When the weapon is loaded, aimed and ready to fire, the commander removes a wooden pin and the stone is hurled up and away.

The palitone ballista deals 6d6 damage on a successful hit and uses the skill Siege-Launcher. If attacking a moving target, the crew commander is a -40% to hit.



Siege-Incendiary

Greek Fire

Another anachronism like the onager, this one is included because it's cool and everyone needs a flamethrower. Greek Fire is poured down a bronze tube and ignited, causing massive trauma to any flammable substance. A successful potions roll is necessary to mix the ingredients in the necessary order and proper composition, otherwise the Greek Fire will not work. One potion roll is enough to mix one application of Greek Fire. Most useful against ships, Greek Fire can also be used against personnel. To add to the horror, water will not extinguish Greek Fire.

Greek Fire deals an initial 4d6 damage and uses the fire rules contained in the core rule book. Successful deployment of Greek Fire uses the Siege-Incendiary skill.

50s

Investigator Name ___________________________
Birthplace __________________________________
Occupation _________________________________
Social Class ________________________________
Sex __________________ Age ________________
Mental Disorders_____________________________

Characteristics and Rolls

STR_____	DEX____	INT_____	Idea____
CON_____	APP____	POW____	Luck____
SIZ_____	SAN____	EDU____	Know___

99-Cthulhu Mythos______ Damage Bonus_________
Total HP ______________ Total MP ______________

Sanity Points

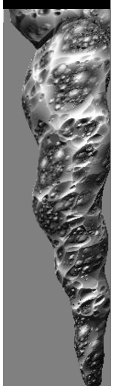
Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Hit Points

Dead -2 -1 0 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Magic Points

Unconscious 0 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43



Player Name:

CTHULHU INVICTUS

Investigator Skills

- ☐ Accountancy (10%) ______
- ☐ Animal Training (10%) ______
- Art (05%)
- ☐ __________________ ______
- ☐ __________________ ______
- ☐ __________________ ______
- ☐ Bargain (05%) ______
- ☐ Civics (10%) ______
- ☐ Climb (DEX+STR%) ______
- ☐ Conceal (15%) ______
- Craft (05%)
- ☐ __________________ ______
- ☐ __________________ ______
- ☐ __________________ ______
- Cthulhu Mythos (00%) ______
- ☐ Dodge (Dex X 2 %) ______
- ☐ Drive (20%) ______
- ☐ Empire (25%) ______
- ☐ Fast Talk (05%) ______
- ☐ First Aid (30%) ______
- ☐ Hide (10%) ______
- ☐ Insight (05%) ______
- ☐ Jump (25%) ______
- ☐ Library Use (10%) ______
- ☐ Listen (25%) ______
- ☐ Medicine (05%) ______
- ☐ Natural World (10%) ______
- ☐ Occult (05%) ______
- Other Kingdoms (01%)
- ☐ __________________ ______
- ☐ __________________ ______
- Other Language (01%)
- ☐ __________________ ______
- ☐ __________________ ______
- Own Language (EDU X 5 %)
- ☐ __________________ ______
- ☐ Persuade (15%) ______
- ☐ Pilot Boat (01%) ______
- ☐ Potions (01%) ______
- ☐ Repair (20%) ______
- ☐ Ride (05%) ______
- Science (01%)
- ☐ __________________ ______
- ☐ __________________ ______
- ☐ Sneak (10%) ______
- ☐ Spot Hidden (25%) ______
- ☐ Status (15%) ______
- ☐ Swim (25%) ______
- ☐ Tactics (01%) ______
- ☐ Throw (25%) ______
- ☐ Track (10%) ______
- Write Language (10%)
- ☐ __________________ ______
- ☐ __________________ ______

Weapons and Armor

Weapon	%	damage	hand	range	#att	hp	missile range	shots
☐ Fist (50%)	______	1d3+db	1	touch	1	n/a	n/a	n/a
☐ Grapple (25%)	______	special	2	touch	1	n/a	n/a	n/a
☐ Head (10%)	______	1d4+db	0	touch	1	n/a	n/a	n/a
☐ Kick (25%)	______	1d6+db	0	touch	1	n/a	n/a	n/a
☐ ____________	______	______	______	______	______	______	______	______
☐ ____________	______	______	______	______	______	______	______	______
☐ ____________	______	______	______	______	______	______	______	______
☐ ____________	______	______	______	______	______	______	______	______
☐ ____________	______	______	______	______	______	______	______	______
☐ ____________	______	______	______	______	______	______	______	______

Armor	Deflection points	Burden	Don	Shield	%	HP	Deflect Missile?
____________	______	______	______	☐ ______	______	______	______

Roman Augury

In the earliest days of Rome, an augur was someone who divined the future through the observation of birds. Over time, augury evolved from the observation of birds to the observation of the natural world in general. Augury was so important to the early Romans that no transaction between the wealthy, either public or private, would take place without consulting the auspices.

While the Romans placed faith in the prodigia, or extraordinary appearances in nature, they disavowed the astrology of the Chaldeans, the prophetic tradition of Greece and the interpretation of dreams. They viewed the other methods of divination as foreign, and therefore inferior. To further enhance their techniques, the Romans reduced augury to a system governed by fixed rules that were passed from generation to generation.

Augurs belonged to a college that was formed when Romulus appointed the first three augurs, which corresponded to the three tribes which made up the early Roman population. By the early Empire, there were sixteen officially sanctioned augurs. Under the Republic, vacancies in the college were filled by the votes of tribes. In the Empire, however, the Emperor had the right of electing augurs at his pleasure. In practice, though, two of the elder members of the college nominated a candidate who was then voted upon by the college. After election, an augur served for life, even if he was convicted of a capital crime.

True to the Roman nature, the auspices were practical in nature. They did not inform men what was to happen, but what they were to do or not do. They did not rationalize why the gods were saying what they were, they simply stated yes or no.

By the late Republic, there were five types of augury, each defined by the natural phenomena that were observed.

Ex caelo, meaning 'from the sky', was a form of divination that included the observation of thunder and lighting. It was considered the most significant and important form of augury.

The Five Types of Augury

- ex caelo (from the sky)
- ex avibus (from the birds)
- ex tripudiis (from the sacred fowl)
- ex quadrupedibus (from the quadripeds)
- ex diris (from the omens)

There is the most known about the augury called ex avibus, which means, 'from the birds'. This category was further broken down into two sub-categories, the oscines and the alites. Oscines were birds that gave auguries by singing. The crow and raven were two oscine birds that were considered valuable auguries. A raven appearing and singing on the right was considered a favorable sign whereas a crow appearing and singing on left side was considered a favorable sign. Other oscines were the owl and the hen.

The alites were birds that provided augu-

ries through flight. The primary alite was the eagle, or bird of Jupiter. Another important alite was the vulture. Every sound and motion the bird made carried a different meaning depending on the circumstance, location and season when it was observed.

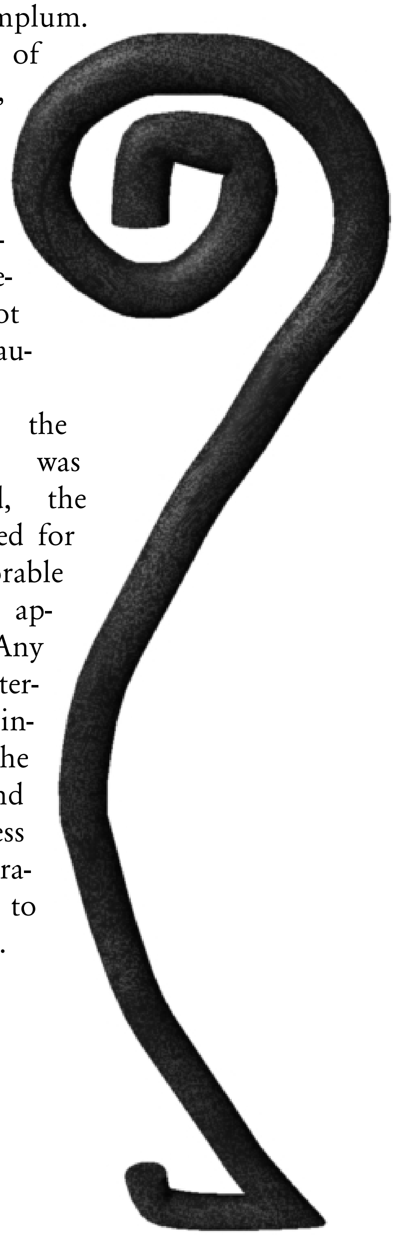
Ex tripudiis were auspices based on the feeding of chickens. These were very popular on military expeditions. The chickens used for this augury were kept in cages and watched over by pullarius. When the auguries were made, the pullarius opened the cage and threw food to the ground. If the chickens refused to leave the cage or eat, or crowed or flapped their wings or flew away, the signs were unfavorable. If the bird ate quickly, to the point that seed fell from its mouth and hit the ground, the signs were favorable.

Auguries based on the actions of four-legged animals were called ex quadrupedibus. This particular form of augury was not acceptable for official, state divination, but was looked at as a form of private divination. Because it was only used for private purposes, little is known about this kind of augury, but whenever a quadruped ran across a person's path or appeared in an unusual place, it was a portent of things to come.

The final official subset of augury was ex diris, which included practically every kind of augury that does not fall into the other four categories. It includes sneezing, stumbling and other accidental actions. One of ex diris was of particular importance to the army. Called ex acuminibus, this divination was predicated on the flashes of lights that reflected off the points of spears and other weapons.

When an augur wanted to take a divination, a very specific formula had to be followed. The augur first took his lituus, or curved wand, and divided the heavens into a section called a templum where he would make his observations. He then marked off the land where he would stay and pitched a tent, also referred to as a templum, effectively marking this land as separate from the rest of the world. Each aspect of the sacred augury was consecrated as a temple or templum.

Within the walls of Rome, a section of the summit of the Capitoline hill called the Auguraculum was permanently consecrated as a templum. Outside of Rome, each Roman military camp had a specially consecrated spot called an augurale.



Once the templum was consecrated, the augur waited for the favorable signs to appear. Any sort of interruption invalidated the augury and the process of consecration had to begin anew.

Spells

Ariadne's Twine

Range:	Touch
Duration:	24 hours
Cost:	5 MP
Sanity:	1d4
Resistance:	Yes

This spell was first taught to Ariadne by the Cretan sorcerer Daedelus. When cast on a target, including the caster, the recipient's mind is filled with a three-dimensional map of any maze or labyrinth that the recipient may enter for the duration of the spell. As long as this spell is active, the recipient cannot get lost. The sudden flash of inspiration and seeing the maze rush into view with the mind's eye also causes the recipient to lose 1d4 sanity. If the caster casts this spell on himself, he loses 1d4 for the casting and another 1d4 for seeing the maze appear the first time he ever casts the spell on himself. In the future, he's better prepared for what to expect and only suffers the 1d4 for casting the spell. If a target does not wish this spell cast upon him, he can oppose his POW against the caster's POW on the resistance table.

Augury

Range:	N/A
Duration:	Instantaneous
Cost:	1 MP
Sanity:	1d3
Resistance:	No

Augury is a spell often employed by Roman Augurs to predict the future. Prior to casting this spell, the Auger must determine what form of Augury (ex caelo, ex avibus, ex tripudiis, ex quadrupedibus, or ex diris) is most appropriate to the situation. Once the method is determined, the Augur must successfully carry out the ritual by making a successful Science (Augury) skill. If successful, the Augur receives a vague glimpse of the future that can often be interpreted in multiple ways. For example, if an Augur is trying to predict the outcome of a major battle between the Legion and a Celtic Tribe, he may glimpse a vision of battered and bloody centurions returning to Rome. That could be interpreted to mean that the Legions lost and are limping back, or that it was a hard fought victory; and the Legions were battered, but victorious. A successful Know roll may help the Augur delineate what the vision is telling him. This spell is only useable once a week. Should the Augur see a creature or event that would result in SAN loss if the Augur saw it face-to-face, the Augur loses the same number of SAN points he would have had it been a face-to-face encounter.

Awaken Chuma

Range:	N/A
Duration:	Instantaneous
Cost:	8 MP
Sanity:	1d8
Resistance:	No

To bring Chuma, the sub-Saharan manifestation of Yibb-Tstll, from the Dreamlands to the waking world, the casters must gather in a circle around an image of the god dur-

ing the early hours of the evening under an open sky. It requires a living sacrifice, but that sacrifice need not be human. The sacrifice does need a POW of 10, however. As the spell is cast, the image begins to slowly revolve, requiring a SAN check with a loss of 1d3/1d6 to all who witness it. As the spell progresses, the image spins faster and faster. At the same time, Yibb-Tstll's blood floats down from the sky and covers the sacrifice, draining 1 POW per half hour. Once the victim's POW reaches zero, he falls unconscious and Yibb-Tstll manifests over his body.

Beseech Charon

Range:	N/A
Duration:	Instantaneous
Cost:	12 MP
Sanity:	1d10
Resistance:	No

This spell can be cast in any gateway or archway at night. The caster reaches out and contacts Charon, the keeper of the way over the River Styx in the underworld. Charon is an avatar of Yog-Sothoth and contacting the avatar invites Yog-Sothoth into the caster.

Bind Child of the Sphinx

Range:	N/A
Duration:	Instantaneous
Cost:	1 MP per point of POW of creature being controlled and 1 permanent point of POW
Sanity:	1d4
Resistance:	Yes

Once a Child of the Sphinx is summoned, it becomes necessary for the caster to bind the Child to his will, otherwise his life may be forfeit. To exert his control, the caster must cast this spell and then oppose his POW against the child's POW on the resistance table. If the caster fails the opposed roll, the Child is free to do as it wishes, which will most likely culminate in the death of the caster. This spell can only be used to control one Child at a time.

> There is no one who is not afraid of spells.
>
> -- Pliny the Elder

Black Blood

Range:	Sight
Duration:	Instantaneous
Cost:	3 MP
Sanity:	1d4
Resistance:	No

With a successful casting of this spell, the magi summons forth the blood of Yibb-Tstll to rain from the sky and suffocate his target. The caster must keep the target in his sight during the casting, which takes fifteen minutes.

Create Bulla

Range:	N/A
Duration:	Permanent (see below)
Cost:	5 MP
Sanity:	1
Resistance:	No

Fear of possession by evil spirits drives families to commission bullae for their children. The caster crafts a small container,

made of either gold for those who can afford it or made of leather for those of lesser means. The caster then places ox blood, the herb moly, honey, milk, and hair from the child to be protected in the container and casts this spell over the course of the night. Once complete, the bulla must be placed around the child's neck within one hour. As long as the child wears the bulla, he cannot be possessed. Once a child turn fourteen and is considered an adult, the bulla no longer suffices as protection and loses its efficacy.

Dionysian Revels

Range: Sight
Duration: 1d8 hours
Cost: 2 MP
Sanity: 1d6
Resistance: Yes

The Dionysian Revels is used by priests of Dionysius to whip other worshippers into a frenzy. The caster must make a successful Entertainment roll to begin the dance. If the dance is successfully begun, he begins casting the spell as he weaves through the other revelers. Each person witnessing this dance must oppose his POW against the caster's POW on the resistance table or begin dancing himself. Each person who fails his roll begins dancing at a frenzied pace. For each hour that he dances, he must make a CON X 3 roll or fall unconscious. Once the caster has enough dancers dancing, he can sacrifice an additional MP to break out of the dance. Other dancers, however, do not have that luxury. They must dance until the spell expires, or they collapse. For every dancer who collapses, the caster gains 1d4 MP, as long as he is still within sight of the dancers.

Elysian Grace

Range: Touch
Duration: 1d6 hours
Cost: 5 MP
Sanity: 1d6
Resistance: Yes

This spells renders the target completely immobile and bodily functions, such as breathing, slow to an almost imperceptible rate. This victim is still conscious, though, and aware if anyone touches him or speaks to him; he's just not able to respond. In order to cast this spell, a poultice of pomegranate, ash and mud from a fertile field must be made with a successful potions roll. Once made, the poultice is viable for 12 hours. The poultice must be spread over the bare chest of the target. Once the victim is slathered in the potion, the caster begins the spell. Casting takes ½ hour. During this half hour, the victim can oppose his POW against the POW of the caster. If the target is successful, the spell has no effect. If the caster is successful, the victim suffers the effects of the spell. This spell was popular with Minoan priests who wanted to prepare sacrifices who would be conscious, but not hostile.

Evil Eye

Range: Sight
Duration: 24 hours
Cost: 3 MP
Sanity: 1
Resistance: Yes

This ancient spell is rarely found in tomes. Instead it is passed on through the oral tradition, from one caster to the next. The Evil Eye places a curse on the victim, causing numerous misfortunes and bad luck

to befall him. All rolls the investigator attempts while under the Evil Eye are halved. When the spell is initially cast, the victim opposes his POW against the caster's on the resistance table to determine whether or not he can shake off the effects. As long as one person is under the influence of the evil eye, the caster cannot cast it on another person.

Summon Child of the Sphinx

Range:	N/A
Duration:	Instantaneous
Cost:	1 MP per point of POW of the creature being summoned
Sanity:	1d4
Resistance:	Yes

This spell dates back to pre-dynastic Egypt. It allows the caster to summon a Child of the Sphinx, anthropomorphic animals that are construed to be the Egyptian gods Ra, Thoth, etc. In truth, the Children of the Sphinx are avatars of Nyarlothotep. When summoned, the Child is allowed to resist the calling by opposing its POW against the caster's on the Resistance Table. If the caster is successful, the Child is summoned and the caster may lose additional sanity points from seeing the Child manifest in all its glory.

Mythos and Occult Tomes

The Chuma Scrolls

This is an Egyptian translation of a sub-Saharan original. This sheaf of five scrolls contains information on the cult of Yibb-Tstll (Chuma to the sub-Saharan tribes). It contains information on how to contact and summon the god, his blood, and night-gaunts. Sanity Loss 1d6/2d6 Sanity Points; Cthulhu Mythos +8%

Natural History

In Latin by Pliny the Elder c. 40 CE. An impressive sheaf of over a hundred scrolls written in the cramped handwriting of Pliny, this work elucidates many aspects of what was known about the natural history of Europe, Asia and Africa. Sanity Loss 0; Occult +5 percentiles; 25 weeks to study and comprehend. No spells.

Pharmakeutria

In Greek by Theocritus c. 310-250 BCE. This early medical treatise is used by numerous healers and magi for guidance in creating and mixing potions. It contains instructions for creating the Milk of Shub-Niggurath, known to the Greeks as Magna Mater. Sanity Loss 1/1d3; Cthulhu Mythos +3 percentiles; Occult +3 percentiles; Potions +8 percentiles; 15 weeks to study

Sapientia Magorum

In Persian by Ostanes c. 6th century BCE. These powerful scrolls represent a lifetime of occult learning by the powerful Persian sorcerer Ostanes. This compendium of dark and arcane sorcery can be very dangerous for the uninitiated to read. It includes a spell to contact Azathoth. Sanity Loss 1d4/1d8; Cthulhu Mythos +5 percentiles; Occult +5 percentiles; 20 weeks to study

A corrupted Greek translation by the Samaritan sorcerer Dositeheus also exists. There are fewer spells that are more likely to be unfinished, incomplete passages and damaged pages. Sanity Loss 1/1d3; Cthulhu Mythos +2 percentiles; Occult +4 percentiles; 20 weeks to study

Scroll of Thoth-Amon

In Egyptian by Thoth-Amon, c. 10,000 BCE. It is believed that the only copy of this profane work was destroyed by the Samritan Simon of Gitta in 41 CE. Unfortunately, Egyptian scribes managed to produce a copy of the scroll when it was at the Temple of Ptah. That copy was secreted away to Thebes, where it lays hidden. Many scholars believe the rumors of a second copy to be apocryphal. These scrolls are one of the most mysterious and powerful works in the Ancient world. It includes spells for Contacting Nyarlothotep in his guise as Set and for bringing forth demons to serve the bidding of the caster. Sanity Loss 1d4/1d8; Cthulhu Mythos +10 percentiles; Occult +6 percentiles; 15 weeks to study.

Sibylline Oracles

In Greek by Heraclitus c. 7th century BCE. Includes information on contacting Hermes, the Greek manifestation of Nyarlothotep. These scrolls, forming a total of twelve books, are a detailed description of the prophecies of the oracle at Cumae. They are very disjointed and hard to understand, even to those with knowledge of the oracles. Sanity Loss 1d4/1d8; Cthulhu Mythos +5 percentiles; Occult +8 percentiles; 30 weeks to study.

Taballae Defixionum

In Latin, authorship unknown c. 1st century BCE. The Taballae Defixionum consists of two stone tablets with inscriptions on one side. This will very rarely be found in a library or private collection; it will most likely be found buried in a graveyard. A listing of incomplete and corrupted necromantic spells, this work is used by magi to attempt raising and contacting the dead. Sanity Loss 1d4/1d8; Occult +10 percentiles; 16 weeks to study.

Magi

The original magi originated in the Ancient Near East and Greece. With the spread of Rome, numerous magi have found their way into the Empire. Some serve the Empire as advisers, soothe sayers, or academics while others seek to corrupt and pervert the Empire for their nefarious purposes. All magi, regardless of the title they give themselves, seek to locate the secret forces that underly and empower nature. If they can locate those forces through study and careful probing, they attempt to manipulate those same forces to their own ends.

This occupation is normally the provenance of the keeper. Should he wish to allow players access to this occupation, the following class skills apply:

Insight, Natural World, Occult, Other Language, Science, Write Language, + 2 skills as personal specialties. In lieu of the two personal specialties, the player can choose one spell with which to begin play.

Money 1d3 x50 sesterces. Yearly Income: 1000 sesterces.

MYTHOS CREATURES

Not all Mythos entities that are active in the modern day were active in Antiquity. Here's a list of Mythos creatures and deities and what role they play in the ancient world.

AFORGOMON

This avatar of Yog-Sothoth was accidentally summoned in Athens by Greek Magi in 152 BCE. Angered at the magi, Aforgomon chose to punish the entire city rather than just the magi who summoned him. Since 152 BCE, Athens has not changed, and cannot change. Any attempts at building structures that conform to modern Imperial standards end up looking just like buildings built in 152 BCE. Fashion is still 100 years out of date, regardless of what is imported from Rome. The dialect is even archaic.

AHTU

This avatar of Nyarlothotep is worshipped by several sub-Saharan African cults.

AZATHOTH

This deity is propitiated by court sorcerers in the Parthian Empire. His influence is negligible because he's viewed as part of Zoroastrianism, and not a deity in his own right.

BAST

Originally a Child of the Sphinx who achieved greater than normal powers, Bast holds sway in Egypt and other sections of North Africa.

CHILDREN OF THE SPHINX

These servitors of Nyarlothotep were worshipped as gods by the ancient Egpytians. The Romans have in turn folded many of them into their pantheon.

CTHULHU

The dead god lays dreaming in Ry'leh, but tiny cults can be found in the Parthian Empire, Syria and Judea. Early contact with south-east Asia introduced the worship of Cthulhu to the Chaldeans who operated trade routes between the Orient and the Mediterranean. Along with goods and slaves, worship of the Great Old One moved from east to west. Some unfortunate Romans even receive dreams from the Great Old One.

DARK DEMON

This avatar of Nyarlothotep is often confused with the satyrs.

DARK YOUNG

Rumors of these foul creatures haunt the nightmares of the Germanic tribes and the Samartians.

DEEP ONES

These foul creatures prey on Mediterranean shipping, attacking boats for slaves and food. A colony of deep one hybrids exists in Sicily. A second colony exists in the cliffs under the city of Cyrene. Many people who witness deep ones believe they are seeing

mermen or tritons.

Faceless God

This avatar of Nyarlothotep haunts the dreams of the Romans and their supporters in Egypt. A manifestation of the Faceless God to worshippers in the early dynasties of Egypt inspired the construction of the sphinx.

Ghouls

Undead monstrosities that meep and gibber beneath Rome and other cities.

Hastur

The god of entropy has few worshippers in the Ancient world, but his touch is still felt by many. The majority of his worshippers live in resort towns such as Pompeii and Herculaneum.

Hounds of Tindalos

Existing in the angles of time, the Hounds of Tindalos can appear anywhere and anytime they wish, Ancient Rome included.

Hypnos

The god of the Dreamlands is very active in the city of Rome. No cult to him exists in the waking world, but he regularly pulls dreamers into his realm to compete in sadistic games for his entertainment.

Nightgaunts

Winged servants of several gods, Nightgaunts flit across the landscape serving Nodens, Yibb-Tstll and others.

Nodens

The Elder God and his Nightgaunts are active in Ancient Rome, attempting to thwart the chaos of Nyarlothotep.

Nyarlothotep

The god of a 1,000 masks employs most of them in the Ancient world. Both the god and his avatars are very busy spreading chaos.

Serpent People

This Ancient Race is on the decline in Roman times. Each year, there are fewer left alive who remember the ancient wisdom that once made their race great. Now, they hide in forests and caves, searching for their lost glory.

Shub-Niggurath

The dark mother is worshipped in the Empire under the names Diana and Magna Mater. Cults to her are widespread, but very few realize the true nature of their goddess.

Spectral Hunter

Frequently employed as a guardian of tombs and treasures, the spectral hunter is a favorite of sorcerers and nobles.

Summanus

Very few worshippers of this god exist, but he still feeds regularly on citizens. He prefers to manifest to lone travelers who are journeying along the coast line.

Tulzscha

This god is not worshipped, but his name is often invoked when revenge is needed. He has been summoned by Samaritan sorcerers seeking vengeance.

Y'Golonoc

This depraved, perverted god is locked away and guarded by the Vestal Virgins.

Yibb-Tstll

The sleeping, revolving god of the Dreamlands is worshipped in sub-Saharan Africa as a fertility deity known as Chuma. Active cults to Chuma are found in sub-Saharan Africa, Kush and Egypt.

Yog-Sothoth

The keeper of the gate and key is not actively worshipped in Antiquity. His avatar Aforgomon, however, is responsible for the problems encountered in Athens. Another servitor of Yog-Sothoth, Charon, appears frequently in mythology as the ferryman over the River Styx.

The Bestiary

Centaur

Lesser Independent Race

Wise, generous, and kind to humans, centaurs are the classic creature of Roman mythology. But this genteel façade hides a much darker nature.

Centaurs were created by Hera as intelligent pack animals; their strong equine back and legs allowed them to haul heavy loads for long periods of time while their human torso allowed them the ability to speak and pick up objects. The original centaurs were bestial creatures, dirty and unkempt with the intelligence of a small child at best. Their favored food was raw flesh – human or animal.

Over time, though, two distinct groups of centaurs emerged – the original, animalistic version that Hera created, and a more intelligent, refined strain. Though similar in appearance, the two can be distinguished by the front part of the forelegs, which are more human in the bestial centaurs. Because of this, the intellectual centaurs are known for claiming that as they become more equine and less human, they become more civilized.

The genteel centaurs, however, are still haunted by their bestial ancestry. Although typically kind, hospitable, sporting, generous, and wise, they have no tolerance of alcohol. Just the slightest taste regresses them to bawdy, aggressive creatures that are mean and quick to fight. Once they've recovered from their drunken fit, however, the genteel centaurs are quick to apologize and typically go overboard trying to make amends for their behavior.

Centaurs, refined hybrid creatures

Char.	Rolls	Averages
STR	3d6+18	28-29
CON	3d6+6	16
SIZ	4d6+12	26
INT	4d6	15
POW	3d6	10-11
DEX	3d6	10-11
Move 12		HP 22

Centaurs, bestial hybrid creatures

Char.	Rolls	Averages
STR	3d6+18	28-29
CON	3d6+6	16
SIZ	4d6+12	26
INT	2d6	7
POW	2d6	7
DEX	3d6	10-11
Move 12		HP 22

Av. Damage Bonus: +2d6

Weapons: Fist/Punch 50%, damage 1d3+db
Kick 25%, damage 1d8+db
Trample 25%, damage 2d6+db
Bow 25%, damage 1d8
Club 25%, damage 1d6+db

Armor: 1 point hide. Humanoid portion may wear other armor at Keeper's discretion

Spells: A centaur knows 1d4 spells if its INTx3 or less is rolled on 1d100

Sanity Loss: 0/1d6 Sanity points to see a centaur.

> Live, then, as brave men, and with brave hearts confront the strokes of fate.
>
> --Horace

Cercopes

Lesser Independent Race

Whether in numbers or alone, armed or not, travelers did not breathe easy until they were well past Lydia in Greece and the region of Ephesus. All knew that the Cercopes, a giant race of malicious humanoids, prowled those lands, preying on lone wanderers and groups of travelers alike. The Cercopes were as monstrously ugly as they were evil, with misshapen skulls and bodies, gnarled hands, and patched, scaly skin. No one knows where the Cercopes came from since these ancient highwaymen killed any and all they found before looting the bodies. What little is known of them has been gleaned from the ravaged scenes of their attacks, and from the terrified accounts of those who were lucky enough to hide unseen as the Cercopes attacked another poor, unfortunate group of travelers.

Legend has it that Zeus tasked the hero Heracles with capturing the Cercopes and bringing them to him, after which Zeus turned the Cercopes into monkeys and banished them to the Pithecoussa, or Monkey Islands, at the mouth of the bay of Naples, Proscida, and Ischia. But from time to time groups of travelers or lone people who mistakenly wander into the Cercopes' territories are still attacked. The savage brutality of the attacks immediately brings whispered fears that the Cercopes have returned – if they ever left at all.

Cercopes, bestial, ugly monkey-like entities

Char.	Rolls	Averages
STR	4d6+12	26
CON	3d6	10-11
SIZ	3d6+3	14
INT	3d6	10-11
POW	3d6	10-11
DEX	4d6	14-15
Move 8		HP 12

Av. Damage Bonus: +2d6
Weapons: Fist/Punch 50%, damage 1d3+db
Kick 25%, damage 1d8+db
Bite 40%, damage 1d10
Armor: 2 point skin
Spells: None
Sanity Loss: 0/1d6 Sanity points to see a cercopes.

Cerberus

Unique Entity

Created by Zeus to guard the cavern in Mount Olympus where the Olympians met and performed their rituals, Cerberus waits, chained by the cavern's entrance, not sleeping, not eating, only watching for those who do not belong. Monstrous in size, the three headed dog is covered with snakes that writhe like living fur, his tail a hissing, venomous serpent. He hates sunlight, and if ever taken from the depths of Mount Olympus will travel any distance to return, but not before taking his revenge on whomever took him from his home.

Like any dog, Cerberus is unconditionally loyal to his master, Zeus, and ferociously protective. Unlike mundane dogs, though, Cerberus moves silently when he senses intruders, circling them before he attacks. Investigators who attempt to infiltrate Mount Olympus may hear the clicking of claws on stone or a faint rustle and hiss as they near the cavern's opening. None but the Olympians or those who bear their mark are allowed to pass unharmed by Cerberus, and none who do not belong are known to have ever made it past Zeus' guardian alive.

After the downfall of the Olympians, Cerberus was left chained to his post, forgotten.

He waits still for his master's return, guarding the cavern tirelessly against those who would trespass there.

Cerberus, giant three headed guardian

Char.	
STR	26
CON	17
SIZ	23
INT	12
POW	16
DEX	14
Move 12	HP 20

Av. Damage Bonus: +2d6
Weapons: Bite 40%, damage 1d10
Claw 40%1d6+db
Armor: none, but Cerberus takes minimal damage from non-enchanted weapons
Spells: Cerberus knows 1d4 spells
Sanity Loss: 1/1d10 Sanity points to see Cerberus.

Charybdis

Unique Entity

A giant, swirling vortex gapes in the sea near Messina, sucking in water, air, and any ships foolish enough to stray too near. But Charybdis is no natural phenomenon. It was once a beautiful woman, greedy and vain, who offended the Olympian Zeus. In his rage, Zeus struck her with a thunderbolt and cast her into the sea. Once in the water, she began to grow, swelling into a giant, gaping maw, until she was no longer a woman, but just a ravenous whirlpool. Trapped in this shape, Charybdis stares longingly at the cliffs above her, at the fig tree that she used to sit under. In her frustration, she reaches for it, throwing herself upward with all her strength; when she does, she spews forth all the water and debris that she has sucked in that day. Then, exhausted, she collapses once again, swallowing more water, more passing ships, gathering her strength for another futile attempt to reach her beloved cliffs once more.

Charybdis

Char.	
STR	28
CON	25
SIZ	30
INT	16
POW	13
DEX	12
Move 2	HP 26

Av. Damage Bonus: +3d6
Weapons: Bite 60%, damage 1d10
Armor: none, but Charybdis takes minimal damage from non-enchanted weapons
Spells: None
Sanity Loss: 1/1d10 Sanity points to see Charybdis.

Cyclops

Greater Independent Race

Easily recognizable by the single eye in the middle of their foreheads, Cyclops were a giant race of sheepherders, smiths, and craftsmen. Known for their great strength and manual dexterity, they labored under the direction of Hephaestus, making weapons for the Olympians and their followers, until that god's demise. At that point, they returned to their caves on the Aeolian Islands and in Sicily, building a massive underground forge where they could continue their craft. The noise from the Cyclopian forge can still be heard in the rumblings of the Sicilian volcanoes, whose strength the Cyclopes have harnessed.

Although normally peaceful, Cyclops can be brutally savage at times. In addition, they are cannibals by choice, using their sheep

only for the wool they harvest. Many prominent Romans have learned to look past these "quirks", however, since the Cyclops are the most reknowned craftsmen in the land and are responsible for many of the greatest monuments in Greece and Sicily.

Cyclops, one-eyed giants

Char.	Rolls	Averages
STR	4d6+12	26
CON	3d6+3d10	27
SIZ	3d6+3d10	27
INT	2d6	7
POW	3d6	10-11
DEX	3d6	10-11
Move 10		HP 28-29

Av. Damage Bonus: +2d6
Weapons: Fist/Punch 50%, damage 1d3+db
Stomp 25%, damage 1d10+db
Bite 40%, damage 1d10
Armor: 1 point skin
Spells: None
Sanity Loss: 1/1d6 Sanity points to see a cyclops.

Furies

Lesser Independent Race

Demons of the Underworld, the three avenging sisters Alecto, Tisiphone, and Magaera avenge the unpunished wrongs of humans, even after death if necessary. Though human in shape, the "Angry Ones" were snake-haired, stinking hags with batlike wings and the heads of mongrels. Although they were also known as the Dirae, the Furies were so dreaded that they were only referred to by the euphemisms of "Eumenides" and "Semnai", and even though only in fearful whispers.

Furies, the avenging ones

Char.	Rolls	Averages
STR	3d6	10-11
CON	3d6+3	14
SIZ	3d6+3	14
INT	5d6+3	20-21
POW	5d6	17-18
DEX	3d6	10-11
Move 6/12 flying		HP 14

Av. Damage Bonus: +none
Weapons: Fist/Punch 50%, damage 1d3+db
Bite 40%, damage 1d10
Wing buffet 75%, damage 1d6
Armor: 3 point leathery skin
Spells: All furies know at least 1d6 spells
Sanity Loss: 1d4/1d12 Sanity points to see a fury.

Gorgon

Greater Independent Race

Euryale, Medusa, and Stheno were beautiful sisters serving at the temple to Athena with Poseidon first caught sight of them. He was immediately entranced by Medusa and set about seducing her. When Athena found the two of them in her temple, she was enraged. Since she could do nothing to Poseidon, she took her revenge upon Medusa and her sisters, turning all three into monsters so hideous no man would ever want to touch them again. As the sisters screamed in agony, spined, leathery wings sprouted and grew from their backs. Their teeth grew thicker and longer, forcing their mouths to gape grotesquely. Their once beautiful, golden hair twisted into writhing snakes and their hands twisted into misshapen claws. As if to add insult to injury, Athena cursed them that for all time, even after death, any mortal who looked into their eyes would be immediately turned to stone.

Of the three, Euryale and Stheno still survive. Medusa, however, was attacked by the hero Perseus, who cut off her head at Athena's bidding. Though her body died instantly, her head lives on, as does its power

to turn mortals into stone. In a final triumph, Athena fixed Medusa's head to her shield, wielding it as a weapon in battle. With Athena's demise, however, both the shield and Medusa's head were lost. Still, Euryale and Stheno travel tirelessly, searching for their lost sister, determined to bring her home.

Gorgons, monstrous women

Char.	Rolls	Averages
STR	3d6	10-11
CON	3d6	10-11
SIZ	3d6+3	14
INT	4d6	14
POW	5d6	17-18
DEX	3d6	10-11
Move 8		HP 12

Av. Damage Bonus: +none

Weapons: Fist/Punch 50%, damage 1d3+db
Bite 40%, damage 1d10 + POT 10 poison
Glare 60%, damage victim turned to stone

Armor: 2 point leathery skin

Spells: The gorgons knows 1d6 spells

Sanity Loss: 1/1d10 Sanity points to see a gorgon.

Medusa

Unique Entity

The stats listed below are for Medusa's head, after her clash with Perseus and the subsequent demise of Athena.

Char.	
STR	2
CON	4
SIZ	1
INT	16
POW	13
DEX	2
Move 0	HP 3

Av. Damage Bonus: -1d6

Weapons: Bite 40%, damage 1d10 + POT 10 poison
Glare 60%, damage victim turned to stone

Armor: none, but Medusa takes no damage from non-enchanted weapons

Spells: Medusa knows 1d6 spells

Sanity Loss: 1/1d10 Sanity points to see Medusa.

Harpies

Lesser Independent Race

Ugly, foul-smelling cannibals, harpies delight in the evil they bring. Wind spirits who terrorized the Roman countryside since before the time of the Olympians, they have the head and torso of a woman, but the body of a vulture with wings and talons of pure bronze. Though they often served Zeus during his reign, they were more concerned with carrying off small children and the souls of dying humans – the children to eat and the souls to torment. Their skin and feathers are so foul that they pollute anything that they touch, a skill the harpies thrill to inflict on humans.

Harpies, evil spirits of the wind

Char.	Rolls	Averages
STR	3d6	10-11
CON	3d6+3	14
SIZ	3d6+3	14
INT	3d6	10-11
POW	3d6	10-11
DEX	3d6	10-11
Move 6/16		HP 12

Av. Damage Bonus: +none

Weapons: Fist/Punch 50%, damage 1d3+db
Claw 50%, 1d6+db
Wing buffet 75%, damage 1d6

Armor: 2 point skin

Spells: None

Sanity Loss: 0/1d8 Sanity points to see a harpy.

Horses of Diometus

Lesser Independent Race

Wild and gigantic, the Mares of Diomedes were a herd of man-eating horses once owned by a Thracian king. They could only be tamed by feeding their owner to them, as the hero Heracles did when he was completing the twelve labors assigned to him by Zeus. Heracles then led the horses to a temple of Hera, where he dedicated them to the Olympian goddess. After her demise, however, the mares were turned into the wild where, to the horror of the Roman people, they began to interbreed with the wild horse herds already roaming the land. The mixed-breed offspring are not as vicious as their flesh-eating ancestors, but cannot be easily tamed and are known to attack humans without warning.

Horses of Diometus, monstrous flesh eating mares

Char.	Rolls	Averages
STR	3d6+18	28-29
CON	2d6+6	13
SIZ	4d6+12	26
INT	3d6	10-11
POW	3d6	10-11
DEX	3d6	10-11
Move 12		HP 20

Av. Damage Bonus: +2d6
Weapons: Bite 45%, damage 1d10
Kick 30%, damage 1d8+db
Trample 25%, damage 2d8+db
Armor: 1 point of muscle
Spells: None
Sanity Loss: 0/1d4 Sanity points to see a Horse of Diometus feeding on human flesh.

Keto

Unique Entity

The embodiment of all that is terrifying about the sea, Keto is at once beautiful and horrible. Her face and upper body are that of a beautiful woman in her early thirties. But her lower body is that of a giant sea serpent, with scaled coils and venomous stingers, and her arms end in suckered tentacles instead of hands. About halfway down, each tentacle splits into eight smaller tentacles, then each of those splits eight more times, to create a nearly impenetrable web. Keto swims lazily about the sea, waiting for an unsuspecting ship to come near. Once she spies her prey, she calls out for help, careful to keep her arms and serpentine torso out of view. As soon as the ship is close enough, she wraps her strong tail and tentacles around it, crushing the hull and dragging the ship under. Keto does not eat the sailors, as many other sea monsters do, but simply floats nearby, watching their useless struggles as they drown. If any sailors try to swim to shore, Keto either stings them, the poison slowly paralyzing the humans until they sink and drown, or, more often than not, simply drags them under with her tentacles, smiling as they claw and kick to get away.

Keto's daughters are the Graeae, who inherited none of her beauty but all of her evil nature. The Graeae do not live in the sea, but instead make their home in a small cave near the coastline. Any investigator trying to reach the Graeae by sea will first have to survive Keto's attacks, and any investigator trying to make it to Keto's sea by land will first have to make it past the Graeae.

Keto, sea monster and mother of the Graeae

Char.

STR	22
CON	20
SIZ	18
INT	16
POW	13
DEX	14

Move 8/swim 14 HP 19

Damage Bonus: +1d6

Weapons: Bite 60%, damage 1d10

Armor: none, but Keto takes minimal damage from non-enchanted weapons

Spells: Any the Keeper desires

Sanity Loss: 1/1d10 Sanity points to see Keto.

Laestrygonians

Greater Independent Race

At an average height of eighteen feet, the Laestrygonians are human in appearance in all ways except size. Their behavior, on the other hand, is another story entirely. Cannibalistic by nature, the Laestrygonians stand on the cliffs overlooking the sea, waiting for ships to pass by. When a ship passes close enough, the Laestrygonians hurl boulders at it until it sinks. As the vessel founders, the giants rush down to the shore where they spear the drowning sailors like fish and eat them raw – not bothering to kill them first.

Laestrygonians, giants with a taste for human flesh

Char.	Rolls	Averages
STR	4d6+12	26
CON	3d6+3d10	27
SIZ	3d6+3d10	27
INT	3d6+3	14
POW	3d6	10-11
DEX	3d6	10-11
Move 10		HP 28-29

Av. Damage Bonus: +2d6

Weapons: Fist/Punch 50%, damage 1d3+db
Stomp 25%, damage 1d10+db
Bite 40%, damage 1d10

Armor: 2 points of skin

Spells: Laestrygonians know 1d4 spells

Sanity Loss: 1/1d6 Sanity points to see a Laestrygonian.

Lamia

Unique Entity

Lamia, the mother of vampires and destroyer of men, the creation of Hera and beloved of Zeus.

Lamia was once the consort of Zeus, a beautiful woman almost as driven by power as he was. Zeus saw much of himself in Lamia, and often shared minor magicks with her. Hera watched the lovers jealously, worried that she would be displaced by Zeus' latest conquest. When Lamia became pregnant with Zeus' child, Hera knew the time to act had come and cast a spell on the woman that transformed her into a serpent from the waist down. Not content to simply let Zeus' consort slither off somewhere to hide in seclusion, Hera spread rumors of the monster Lamia, a vile creature, she said, that devoured sleeping children. Before long, heroes from all over were hounding Lamia, seeking her out wherever she hid. She could barely sleep, for as soon as she closed her eyes another glory-hound would pounce and attack.

Zeus took pity on Lamia and granted her the ability to remove her eyes when she wanted to rest, setting them on a rock shelf to keep watch while she slept. And though he could not completely dispel Hera's curse, he was able to weaken it enough that Lamia was able to change, at will, from her half serpent form back to her regular, fully human shape. Fighting Hera's spell was exhausting, though, so Lamia was only able to hold her true shape for a few hours before Hera's curse would take hold again.

Unfortunately, like most of Zeus' con-

quests, Lamia was soon forgotten by the leader of the Olympians, replaced by a new beautiful woman who had not yet suffered at Hera's hands. Lamia's anger and bitterness gnawed at her as she skulked in her cave, seething at the thought of the man who had brought her to such ruin. In her fury, she became the monster Hera had proclaimed her to be, and much, much worse. She sought out young, strong men with wives and children, seducing the men before killing them, then spiriting the children back to her cave where she devoured them. Her cave was littered with half-eaten corpses and stank of rotten flesh.

When she finally gave birth to her own child nine months later, it was a barely human monster with serpent-like fangs and a hunger for human blood – the first vampire. Lamia encouraged her child to seek out humans, to torment and drain them. Unlike vampires of European legend, Lamia's brood have no fear of sunlight, and, true to their serpentine ancestry, often bask in it to warm themselves.

Lamia herself has given birth to many, many more vampires as she continues in her vendetta against men.

Lamia, vengeful mother of vampires

Char.	
STR	12
CON	15
SIZ	16
INT	36
POW	45
DEX	14
Move 8	HP 15

Damage Bonus: +1d4

Weapons: Bite 60%, damage 1d10

Dagger 50%, damage 1d6+db

Armor: none, but Lamia may wear any armor the Keeper desires

Spells: Any the Keeper desires

Sanity Loss: 1/1d8 Sanity points to see Lamia in her hybrid form. None to see Lamia in her human form

Minotaur

Unique Entity

Deep within an intricate maze beneath the palace of Knossos on Crete, a horrible monster with the body of a man but the head of a bull is hidden. The Minotaur serves as a constant reminder to King Minos that the Olympians are not to be disobeyed. When the Cretan Bull was sent to Crete to be sacrificed in honor of the Olympians, Minos chose instead to substitute an inferior bull as the offering, keeping the magnificent Cretan Bull for himself. When Zeus learned of Minos' treachery, he was enraged and cast a spell upon Minos' wife, Pasiphae, that made her fall in love with the Cretan Bull. The Minotaur was the result of that unnatural love. But its gruesome form is not the only horrifying thing about the Minotaur. Like many of the monsters created by the Olympians, the Minotaur hungers for human flesh. Though Minos keeps it fed on the children of the peoples in lands that owe him tribute, the Minotaur will hunt down and devour any human invading its labyrinthian home.

Minotaur, bull-headed Cretan

Char.	
STR	22
CON	26
SIZ	20
INT	10
POW	10
DEX	14
Move 10	HP 23

Damage Bonus: +2d6

Weapons: Bite 60%, damage 1d10

Dagger 50%, damage 1d6+db

Gore 35%, damage 2d6+db
Armor: 8 points of hide, sinew and muscle
Spells: none
Sanity Loss: 0/1d6 Sanity points to see the Minotaur

MUSES

LESSER INDEPENDENT RACE

Not all offspring and creations of the Olympians were gruesome monsters, as the Muses prove. The daughters of Zeus and Mmemosyne, the Muses are beautiful immortals who preside over thought in all its forms: eloquence, persuasion, knowledge, history, mathematics, the arts, and astronomy. Although gifted in all these areas to some degree, each muse has her own area of expertise and works to foster the advancement of that skill. All muses are capable of telepathy and often use it as a means to "inspire" others.

> No songs can please nor yet live long which are written by those who drink water.
>
> --Horace

Like their mother, the muses are all accomplished singers and delight in the creation of all things. This is not limited to just the creation of beautiful things, either. The muses understand that creation takes many forms, and provided a creation is thought-provoking, they are pleased by it. However, they view the destruction of anything or the censorship of ideas as a personal affront and will take active steps to stop it.

Muses, an inspiration to all

Char.	Rolls	Averages
STR	3d6	10-11
CON	2d6+6	13
SIZ	3d6	10-11
INT	2d6+17	27
POW	10d6	35
DEX	3d6	10-11
Move 8		HP 11

Av. Damage Bonus: +none
Weapons: Muses do not fight
Armor: none, but muses may not be harmed by non-enchanted weapons
Spells: Any the Keeper desires
Sanity Loss: 0/1d4 Sanity points to see a muse.

PEGASUS

UNIQUE ENTITY

Pegasus serves as proof that beauty can come from the most horrendous sources. Created by Zeus in a spell using earth and the blood of a Gorgon, Pegasus is a magnificent white stallion with wings of pure gold. He served as Zeus' steed, flying him throughout the land and even into the Dreamlands themselves. After Zeus' downfall, Pegasus was left to fend for himself and soon turned wild. Though he is seen from time to time in some of the more remote regions, no one is known to have been able to ride him since the demise of the Olympians.

Pegasus, winged horse

Char.		
STR	29	
CON	21	
SIZ	30	
INT	18	
POW	25	
DEX	16	
Move 12/24 flying		HP 23

Damage Bonus: +3d6

Weapons: Bite 45%, damage 1d10
Kick 30%, damage 1d8+db
Trample 25%, damage 2d8+db
Armor: 6 points of hide
Spells: any the Keeper desires
Sanity Loss: 0/1d6 Sanity points to see the Pegasus

Satyr

Lesser servitor race

Ah, Satyrs! No other race understands better how to have a good time – or so these goatmen believe. Known the world over for their love of alcohol, it's no surprise that satyrs were the attendants of the drunken Silenus and served the Olympian Dionysus, self-styled "God of Wine".

Exclusively male, satyrs have the legs of a goat, with coarse, rough hair covering most of their human torsos as well. Their faces are also human, but adorned with pointed ears and the horns of a goat. Their behavior is incredibly goatlike as well, with satyrs prone to drunken sexuality, lechery, rudeness, and playing pranks – though chasing nymphs through the woods, mountains, and countryside where both creatures live still remains a satyr's favorite activity. If a satyr catches a nymph, he will rape her; any resulting offspring are satyrs if male and nymphs if female.

> See how much longer-lived wine is than any poor mortal? Let's drink, then, and make merry, for wine is really life!
>
> -- Trimalchio

The satyrs' attitude toward humans is unpredictable and, as such, can be dangerous at times. And though satyrs typically have a very short attention span, they can hold grudges a very, very long time when angered, some blood feuds even extending to future generations.

Satyrs, insatiable revelers

Char.	Roll	Average
STR	3d6	10-11
CON	3d6+6	16-17
SIZ	2d6+6	13
INT	3d6	10-11
POW	3d6+6	16-17
DEX	3d6	10-11
MOV 8		HP 11-12

Av. Damage Bonus: None
Weapons: Claw 30%, damage 1d6+6
Bite 30%, damage 1d4
Grapple 65%, on a successful grapple, the Satyr may attempt to molest the person he's fighting. While it won't cause damage, it can be very distracting in a fight.
Armor: 4 pts of thick fur and skin.
Spells: All Satyr 1d4 other spells.
Sanity Loss: 0/1d6 to see Satyr.

Scylla

Unique Entity

Paired with Charybdis, the sea monster Scylla haunts the straits of Messina on the Italian coast. When seen from a distance, this creation of Poseidon appears to be a young woman floating on a raft in the sea, surrounded by dogs. As investigators draw nearer, though, they'll realize that the dogs aren't simply standing around Scylla – six dogs' heads and twelve dog's legs actually form the lower part of Scylla's body. While Scylla coaxes and woos passersby closer, the dog heads devour anything that comes within reach of their snapping jaws.

Investigators who fail their SAN check are subjected to an even more horrifying sight – that of Scylla's true form, an amorphous, tentacled mass that pulses as it floats through the sea. Numerous heads, each with three sets of teeth, are constantly growing from then shrinking back into Scylla's dark mass, as are countless legs, arms, hands, and feet. Scylla was the first creation attempted by the Olympian Poseidon after receiving his powers and was, to say the least, a dismal failure. Disappointed but unconcerned, Poseidon discarded Scylla in the sea, where she floated until finally coming to rest at the straits near Charybdis.

Scylla, multi-headed devourer

Char.	
STR	38
CON	25
SIZ	51
INT	18
POW	15
DEX	16
Move 4	HP 38

Damage Bonus: +5d6
Weapons: Bite 45%, damage 1d10
Kick 30%, damage 1d8+db
Trample 25%, damage 2d8+db
Tentacle 55%, damage is db
Armor: none, but Scylla is only harmed by enchanted weapons and spells.
Spells: none
Sanity Loss: 1d6/1d20 Sanity points to see Scylla

Sirens

Lesser Independent Race

A small, unnamed island in the Mediterranean serves as the hideout and home for the half-woman, half-avian sea demons known as Sirens. Formerly companions of Persephone who entertained her with their music, they were punished with their hybrid form by the Olympian Demeter for failing to save her daughter from Hades. Horrified by their appearance, the Sirens fled to an unpopulated island where none could see them. But their seclusion quickly turned into a punishment of its own as they went through the small food supply on the island. Just as hunger was about to force them, reluctantly, back to the civilized world, a passing ship crashed on the rocks encircling their island. Bodies of several sailors floated to shore. Again, the Sirens hesitated, but hunger finally won out and they began to eat the corpses, unwillingly at first, then with great relish. In this way the Sirens discovered their love of the taste of human flesh. They eventually learned to lure passing ships closer with their songs, waiting for the ships to crash and founder on the rocks before collecting their harvest. Over time, they became so skilled that their songs took on an almost magical quality so that only those men with the strongest of wills can resist their call. Women, however, remain strangely unaffected by the Sirens' song.

Sirens, singers of strange songs

Char.	Rolls	Averages
STR	3d6	10-11
CON	2d6+6	13
SIZ	3d6	10-11
INT	2d6+17	27
POW	10d6	35
DEX	3d6	10-11
Move 8/12 flying		HP 11

Av. Damage Bonus: +none
Weapons: Fist/Punch 50%, damage 1d3+db
Bite 45%, damage 1d10
Claw 35%, damage 1d4+db
Armor: 4 point leathery hide
Spells: Any the Keeper desires
Sanity Loss: 1/1d6 Sanity points to see a siren.

Typhon

Unique Entity

Gaia's monstrous creation, intended to destroy the upstart Olympians, Typhon nearly defies description. It is enormous, the size of a Roman village twice over. Serpents intertwine to form its massive arms and legs, and more than a hundred dragon's heads sprout from its massive chest on long, swaying necks. Flames shoot from Typhon's eyes, and lava spews from its mouth. It is what nightmares are made of.

The battle between Typhon and Zeus caused untold destruction as it raged across the land. Finally, Zeus wrenched Mt. Etna from the ground with a spell and hurled it at Typhon, burying the mighty dragon. Though Typhon bucked and thrashed, even its strength was not enough to free it. But, with the strength and constitution granted it by one of the most powerful magic users in the history of the Mediterranean, Typhon survived. As time passed, it slowly, carefully, burrowed under Mt. Etna, inches at a time, until it had dug itself a large warren. Sensing that Zeus is no more, Typhon bides its time in its burrow under Mt. Etna, waiting until Gaia calls upon it again.

Typhon, monstrous dragon

Char.	
STR	85
CON	128
SIZ	135
INT	18
POW	15
DEX	8
Move 16	HP 131

Damage Bonus: +12d6

Weapons: Bite 45%, damage 1d10

Kick 30%, damage 1d8+db

Trample 25%, damage 2d8+db

Flame breath 25%, damage per fire rules

Armor: 9 point hide

Spells: none

Sanity Loss: 1d6/1d20 Sanity points to see Typhon

Cults and Secret Societies

The Roman world was filled with intrigue and secret societies. This section details a few cults and secret societies that Keepers may find useful as allies or adversaries to the investigators. Some of the entities listed below are based on real-world organizations and others are completely fictitious.

Custus Notitiae

Founded in 50 BCE by the Greek Aristion, The Custodians of Knowledge were to protect civilization from knowledge they were not meant to know. Aristion was galvanized into action a year prior to forming this society. On a blustery November evening in Syracuse, Aristion was taking part in a ceremony to summon a nightgaunt. They had read of the ritual in an account of an African fertility cult. Like the other members of his circle, Aristion felt that all knowledge should be available to whomever asksed. When the nightgaunt appeared and immediately lashed out at the summoner, who neglected to learn the appropriate bind spell, several of the group went insane. Aristion's mind was damaged by the sight, but he rushed in to save his friend. The nightgaunt lashed out at Aristion, destroying the Greek's left eye. The nightgaunt then flew into the darkness, carrying the unfortunate summoner. On that day, Aristion resolved that all knowledge was not equal and not all people could handle all knowledge. Aristion and the remaining members of the circle who were not completely insane created the Custus Notitiae to safeguard humanity from too much knowledge.

The focal point of this group was the Royal Library of the Ptolemies in Alexandria. To the Custus Notitiae, the Royal Library was the best of both worlds. The librarians obviously valued knowledge, but at the same time were democratic in the works that were included. The librarians were placing geographies alongside occult works and histories near necromantic tomes.

In 48 BCE, Aristion and other members of the Custus Notitiae broke into the library, stole all the books they deemed subversive and ran into hiding. As he was leaving the library, Aristion set torch to the building to cover up his crime. The fire that ensued destroyed the entire Royal Library. Only the Custus Notitiae knows what really happened on that day; blame for the fire was levied on the Alexandrine War that was currently raging.

As time progressed, Aristion slowly slipped further and further into madness, partly because of his encounter with the nightgaunt and partly because he read the scrolls they stole. He soon had the stolen scrolls hidden deep in vaults under the city. As other works that Aristion considered too powerful for mankind appeared, the society would send an individual to collect the scroll, legally if possible. At Aristion's orders, member of the Custus Notitiae are to provide twenty-four hour guard of the scrolls, so that they cannot be taken by anyone who is not a member.

By the time of his death, Aristion had each member of the Custus Notitiae gouge out their left eye in remembrance of his selfless attempt at saving his friend from the monster. Even more sinister, Aristion had plans to summon a being he read about in

one of the scrolls, Azatoth.

After the death of Aristion, the society drifted aimlessly for ten years. No new works were collected and very few members actually entered the catacombs, although they did induct new members when a current member died. In 8 CE, an Egyptian scholar, Khasekhemwy, was inducted into the society and quickly took leadership of the unfocused group. He not only reinvigorated the group through force of personality, but gave it a new mission. The Custus Notitiae was no longer supposed to watch the books mold. They were to actively search for and recover any book that may damage humankind.

For the next 39 years, the society gradually increased its library under the watchful eye of Khasekhemwy. Despite his careful guidance, and strict orders not to read what they recover, most members of the society are intellectually curious and can't help but read what they find. As a result, the average member of Custus Notitiae has more than his share of mental issues. Most members are mentally unstable with disorders tending toward obsessive/compulsive behaviors toward books. In the few occasions where a member has attempted to use the knowledge he gained from one of the scrolls, Khasekhemwy has seen to it that the offender is destroyed by his own hand.

The Custus Notitiae is a closed society with twenty-five members. Only those who are members know they exist. Although the society uses external agents to track down most of the books, those agents are led to believe they're working for wealthy collectors. A new member is only inducted when an existing member dies. They prefer to draw their initiates from scholars and, in some cases, their circle of finders. Although Khasekhemwy does not require new inductees to gouge out their eye when joining, some members still do, to pay homage to the many who first took up the fight.

Blade of Zarthosht

The Blade of Zarthosht is a secret, all-female militant wing of Zoroastrianism, dedicated to eliminating evil from the world. Founded by Vashti, wife of a Parthian merchant, in 223 BCE when she saw a Sand Dweller kill her husband, this society believes the greatest rewards await those who die fighting the minions of evil. When the Sand Dweller struck down her husband, Vashti picked up his sword and ran the monster through. When she arrived home, the village elders immediately accused her of killing her husband and refused to believe her story of a monster that rose from the sand. She was given the option of leaving the village, giving all her family's possessions to the village elders, or she could be stoned to death for murder, after which the village elders would take custody of her family's possessions. She chose exile, and rode off into the desert. Unbeknownst to her, several young women witnessed her accusation and departure and elected to follow her, leaving behind dissatisfying lives as wives or concubines. When they caught up with Vashti, the exile was engaged in a life or death battle with more Sand Dwellers, who thought the single female would be an easy meal. Seeing that Vashti's story of monsters in the desert was true, they rushed to her aid, beating back the Sand Dwellers with knives and rocks. Vashti immediately ordered the women to return home to their families, but the women refused. Recognizing the same spirit in them that allowed her to take up arms to avenge her husband, Vashti allowed them to accompany her. As the women traveled, they learned that there were more ferocious monsters in the world than the Sand

Dwellers, and made a pact to continue the fight.

Several years later, as Vashti lay dying of wounds inflicted in battle against Deep Ones on the coast of the Mediterranean, she ordered her followers to continue the fight, but also settle down and start families. If they had daughters, they were to raise the daughter with a full knowledge of the evil that pervades the world and teach her to fight it.

Since its inception, the Blade of Zarthosht has waged a secret war throughout the Mediterranean world, combating the creatures of the Mythos and those who worship them. The preferred weapon is a single edged sword, but harkening back to the first time Vashti's followers attacked the Sand Dwellers, the women of the Blade know that any weapon will do.

The Blade is a very martial society and the majority of members do not realize that weapons are not the best way to combat most Mythos creatures. Those women who do know of other ways view magic as distasteful and antithetical to the glory to be had in battle. Their valor on the field of battle is not to be confused with stupidity, however. The Blade realizes that stopping a creature's human cult is often as successful as slaying the creature itself, and always tries to fight battles they can win.

Entry into the society is matrilineal. A member inducts her daughter into the society when the daughter reaches puberty. If a member does not have daughters, it is not unheard of for adoptive or foster daughters to be chosen as potential inductees. When seeking a husband, the members of the Blade tend to gravitate toward merchants or soldiers, anyone who will be away for long periods of time so that the women are free to fight their secret war. The moral fiber of the man does not matter, because the Blade of Zarthosht knows that strength comes from the feminine side.

Christianity

An offshoot of the Judaic religion, this small cult holds that their messiah came to earth and later died and was resurrected. Christianity particularly appeals to the lower classes, since it does not require expensive sacrifices to its god to gain favor. Although very small now, this cult is growing in numbers in all the population centers of the Empire, particularly Rome, Antioch and Jerusalem.

Cult of Magna Mater

The cult of the Magna Mater was born in the steppes of Phrygia when a young girl, Cybele, was abandoned to die by her family. Instead of perishing, she was raised by leopards and lions. As an adult, she met the shepherd Attis and fell in love. Tragically, the love of Cybele was too strong for Attis and he fell into insanity. In that condition, he castrated himself and then committed suicide. Since that time, the cult holds that Cybele wanders the earth looking for Attis. They also believe that the castration and death of Attis serves as a representation of the fertility of the land.

In 205 BCE, the black stone of the Phrygian goddess Cybele was transported to Rome and the goddess transformed into Magna Mater, the Great Mother. Ostensibly a symbol of the earth and all life that flows from it, Magna Mater was worshipped primarily by women. The cult was led by the female priestesses and the Archigalli, the high priest of the subordinate Galli, castrated male priests who were responsible for most of the dance, divination and healing of the cult. Some of the cult's ceremonies are

open to women and castrated men who are not yet members of the cult. One such festival, the Megalesia, serves as initiation and is held the 4-10 April. At the height of the celebrations the taurobolium is performed, as a bull is castrated and sacrificed to Magna Mater, and new initiates are baptized in its blood. These ceremonies are wild, ecstatic affairs which attracted the notice of other religious groups and quickly earned the reputation of being less religious ritual and more wild orgies. Despite the fact that it's attracted the ire of other powerful groups in the Empire, the cult has not been outlawed due to the protection of several unknown people within the government, perhaps even the Emperor himself.

The temples to Magna Mater are most often built near mountain caves, a site holy to the goddess. Women will sleep in the temple, hoping to be touched by the goddess and invigorated with healing powers. Priestesses who were consecrated to Magna Mater in the Megalesia hold several other festivals in the temples that are open only to them. The doors to the temple are locked and no one is permitted entrance. It is during these times that it's believed the priestesses truly communed with the Magna Mater.

Gnosticism

A syncretism of Asian, Egyptian, Greek and Christian beliefs, Gnostics believe that knowledge is salvation. Knowledge is not passive understanding of spirituality. Rather it is a liberating force that can allow a follower to break his ties to this world and move on to the next.

In Gnostic beliefs, there is one true god, but he is unknowable. From this god poured forth the Aeons, finite but supernatural beings who helped shape the universe. One of the Aeons, Sophia, gave birth to the Demiurge, an imperfect creator god that humanity would come to know as Jehovah. This Demiurge created the earth and all those who dwell on it.

A Gnostic gains salvation by learning the secret knowledge which will unlock his inner self. If a worshipper can unlock their inner self or divine spark, then that spark will be free to join the true god upon death.

Within the Gnostic sect, snakes are inviolate. The snake was not the corrupter of humanity, but the liberator who brought knowledge to Adam and Eve. Some who've witnessed Gnostics believe the cult worships the snake.

Most Gnostics are solitary practitioners who worship privately. Some however, congregate to share what knowledge they've found. Gnostics believe that women are equal to men and that some of the disciples of Christ were actually women.

Mithraism

Although in its infancy in 46CE, a discussion of Mithraism is useful here. Over the course of the next two and a half centuries Mithraism would grow steadily in popularity, rivaling Christianity as the dominant religion during the reign of Constantine. Evidence of Mithraic activity has been found from Numidia in North Africa to Hadrian's Wall in Britain.

The Roman cult of Mithras is known as a "mystery" cult; members kept the rites and activities of the cult secret and initiation was required for membership. What little factual evidence exists comes primarily from documents written by its opponents.

Mithraic worship took place in an underground temple, the **mithraeum**, built to resemble a natural cave. The typical mithraeum was 75 feet long by 30 feet wide with a vaulted ceiling. An average mithraeum

The Seven Ranks of Mithraism

Corax (Raven)
Nymphus (Bride)
Miles (Soldier)
Leo (Lion)
Perses (Persian)
Heliodromus (Courier of the sun)
Pater (Father)

would hold between twenty and thirty occupants at a time. At the rear of each mithraeum was found the central icon of Mithraism, the **tauroctony**. This device was carved either as a free standing sculpture or as a relief carving.

The tauroctony was remarkably consistent regardless of its location in the world:

Mithras is shown facing the viewer, straddling a bull. His left hand pulls the bull's head back by the nostrils while his right plunges a dagger into the bull's throat. Under the bull a dog drinks the blood from the wound while a scorpion attacks the bull's genitals. Often the bull's tail ends in ears of wheat with a raven perched upon the back of the bull. On the viewer's left stands a smaller male figure holding a raised burning torch. His name is Cautes. Above Cautes in the upper left corner is the Sun God in his chariot. On the right stands a similar figure, Cautopates, holding a downturned torch, which may or may not be burning. Above Cautopates, in the upper left corner, is the moon.

Mithraism was most popular among legionnaires of all rank followed closely by the non-Roman citizenry, freedmen, slaves, and provincial merchants.

Members of each mithraeum were divided into seven ranks. These ranks seem to represent varying degrees of spiritual advancement.

Sunday was held sacred to Mithras, and his birth was celebrated on December 25th. The faithful were required to perform ritual baptism as an act of purification and took part in the drinking of wine and the eating of bread as symbolic of the blood and body of Mithras. Mithras is another example of the dead and resurrected god. Mithras' followers saw him as a mediator between heaven and earth and he was considered to be one part of a Divine Trinity.

Mithraists held strong beliefs in both a celestial heaven and an infernal hell. They anticipated a final day of judgment when the dead would rise. They also held belief in a final conflict that would destroy the existing order of things and culminate in a final victory of light over darkness.

Republicans

When Julius Caesar was declared Emperor, Senators who feared the power an Emperor would wield killed him. His nephew and heir, Octavius, then fought a vicious civil war to avenge his uncle's murder and assert his place as Emperor. One of his first actions was to strip the Senator's power by turning what was an elected position into a position that required the Emperor's ratification. If a Senator did not conform to the Emperor's agenda, he could be, and often was, replaced.

Needless to say, many of the Senators chafed at their loss of power and wanted to regain their former glory. Under the Republic, Senators led the government and dictated the laws. Now, in the Imperial age, they are dictated to and are lead by the Emperor.

Numerous former Senators, and many who are still Senators, meet in country villas and back alleys conspiring to overthrow the Emperor and return the Republic to its for-

mer glory. They have several Legates, who in turn have several Legions, under their control. Even with deep purses and formidable resources the Republicans are still a long ways off from restoring their place in society.

Although some Republicans are realistic and pragmatic, realizing that it may be their sons, or their grandsons, who usher in a return of the Republic, others are desperate, wanting to see the Republic reborn before they die. It is these latter Republicans who have been in contact with Etruscan and Samaritan magi, hoping to put the secrets of the ancients on their side and hasten the demise of the Empire. Unfortunately, these Republicans do not comprehend the forces the magi are trying to harness.

Vestal Virgins

The origins of the Vestal Virgins are shrouded in the mists of history. Very few Romans know the true origins of this ostensibly benign religious group, and even fewer understand their true purpose.

On the surface, the Vestal Virgins are six priestesses of the goddess Vesta who are required to maintain celibacy from the time they're inducted until they leave the priesthood in thirty years. A young girl is inducted between the age of 6 and 10. She spends the next ten years learning the secret rituals of the Vestals. The next ten years are spent performing the rituals of the temple and tending the Sacred Flame in the Temple of Vesta. Should the flame ever go out, or a Virgin loses her chastity, Rome will be in dire danger. Once her tenure as a priestess is over, she spends the next ten years as a senior, training a new group of novitiates. When her thirty years of servitude is over, the Virgin is free to leave the temple and marry.

The Vestal Virgins are inviolate; should a man injure a Vestal Virgin, he pays with his life. If a Vestal Virgin loses her chastity, she is buried alive.

The punishments for tampering with the maintenance of the flame and the chastity of the Vestal Virgins were so severe because they Virgins were not keeping Rome safe in a physical sense. Instead, the six Virgins were keeping an evil, depraved god imprisoned.

Their story begins in the fourth millennium BCE, when a cult to Ereshkigal, Sumerian goddess of destruction, gloom and depravity, succeeded in summoning its deity, only to be faced with a headless monstrosity with gaping mouths on its palms and genitalia. This god, Y'golonoc, ravaged Sumer and corrupted several cities before being vanquished by followers of Gibil, Sumerian god of fire. In the ritual, Gibil lost his godhood and was turned into an ordinary fire.

That fire has been moved from city to city and empire to empire to keep it safe from the followers of Y'golonoc. In 375 BCE, the fires were moved to Rome and placed under the guardianship of six chaste women. The women were chosen for their virtue and chastity which they believe protects them from the depraved advances of Y'golonoc's followers. An elaborate ritual was then placed on the Temple of Vesta, as Gibil is now known, sealing the room from anyone who is not a Virgin.

Should a Virgin ever lose her chastity, she will be unable to tend the fire. If the fire ever fades, Y'golonoc will return.

The Olympians

Jupiter. Hera. Apollo. Hermes. Stories of the Roman gods have abounded for centuries, flowing from the time these deities walked the Earth through the ages to be the unquestioned mythology that exists today.

But much more lies behind the tale of the Roman gods than anyone remembers. Or than they ever wanted anyone to know.

In 2864 B.C., a shepherd named Amacles discovered a carved stone relic while tending his flocks on the slopes of Mt. Olympus. An uneducated, simple peasant, the markings on the irregularly shaped disk meant nothing to him. Still, he could tell they weren't natural, so Amacles took the disk to town hoping to sell it for a few coins.

The minor cleric that Amacles showed the relic to saw little value in the stone disk, but gave the shepherd a few coppers out of charity anyway. The disk was deposited in a storeroom and stayed there, forgotten, for more than three decades.

The relic resurfaced once again when that same cleric, now a leader in the church, stumbled across it by chance in the storeroom while searching for amphorae. Meleizeus, as he was called, jerked upright when his hand brushed across the stone relic. Attuned to magic after thirty years of study, he could now sense the power, hot enough to burn flesh, leaching from the relic. The amphorae forgotten, Meleizeus carefully wrapped the disk in the folds of his robe and spirited it away to his chambers.

For the next twelve years, Meleizeus studied the relic, pouring over tattered scrolls and eroded stone tablets for any key to decipher the ancient markings. Eventually, he was left with a handful of symbols that he could find referenced in no text, no scroll, not even in rumors whispered by superstitious peasants on dark, moonless nights. Desperate for more of the power that he had tasted with that first contact with the relic, Meleizeus sent missives to the most prominent scholars, bidding them to meet with him in a secluded location, and urging them to discretion.

When Meleizeus unveiled the relic to his fellow scholars, many of them discounted it out of hand as just another bauble left over from a forgotten time and people. Others, more attuned to magicks, shivered in its presence, denouncing it as evil even as they begged Meleizeus to destroy it. But some were as intrigued by the stone artifact as Meleizeus, and offered to help him unlock its remaining secrets.

And so they did, at midnight on the vernal equinox, in a cavern high atop Mt. Olympus. Ringed by his followers, Meleizeus held the stone disk carefully in one hand, ignoring the searing heat eminating from it. As the circle intoned a solemn chant, Meleizeus traced the etched symbols slowly with his finger, careful to follow the pattern that his research had revealed. As he lifted his finger from the last symbol, a deafening crack shattered the cave, and Meleizeus and his followers found themselves staring full in the face of a realm more fearsome, more evil, and more full of power and magick than any they had ever imagined – the realm of Hypnos, god of the Dreamlands.

Not all of Meleizeus' followers survived the experience, and not all that survived were left fully sane. But those who weren't destroyed found themselves imbued with knowledge and powers to make them like gods to mortal men. And so were born the Olympians.

Holding the stone disk during the ritual, Meleizeus absorbed more powers than his fellow scholars, and so quickly held sway over the group. That same night he proclaimed himself born anew and changed his name to Zeus, Father of Gods. Many of his fellow scholars followed suit. Then, leaving the fallen to rot, they parted company, each pursuing his own interests with renewed passion. None hid their powers from the "mortals" around them, and before long temples where being built to honor them,

sacrifices of food, animals, and virgins offered in their names.

In addition to invulnerability and exceptionally long life, the Olympians gained the power of flight, the ability to create unnatural, hybrid creatures, and the knowledge necessary to summon dimensional shamblers, shuggoths, the Hounds of Tindalos, and other mythos monsters. Zeus favored one hound in particular, a ferocious three-headed beast named Cerberus that delighted in the cruel tasks its master set it to.

Although they seldom congregated together, from time to time the Olympians returned to their cavern to steal more power through the stone. As time passed, though, Zeus became jealous of the other gods and secreted the stone where none but he could find it. He set Cerberus to guard the relic, allowing none but himself to pass. More and more Zeus used the stone to slip into the Dreamlands, ferreting out new spells and powers. At first, he was careful to avoid the Dreamland gods, jumping back to the waking world whenever one came near. As Zeus' power grew, though, he became cocky and reckless, viewing himself as superior to the denizens of that ancient realm. He ceased to fear them, ceased to hide in the shadows when they drew near – until one day, he stole power from Hypnos himself.

The lord of the Dreamlands exploded in rage. Yanking Zeus fully into the Dreamlands, Hypnos ripped his mind apart shred by shred, reclaiming the powers that Zeus had stolen from him and others. When the Roman deity was at last left an empty husk, Hypnos turned his rage on the remaining Olympians, setting Cerberus to hunt them down, one by one, and bring them to the Dreamlands. As the Hound tossed each bloodied form at Hypnos' feet, the lord of the Dreamlands shattered their minds, leaving them as empty and hollow as Zeus himself.

The majority of the Olympians were destroyed within a fortnight. By then, Hypnos' rage had been sated, and he released Cerberus from its task. Only a handful of the most minor Olympians remained, those with powers that barely rivaled that of the local auger. The tales of their fellow Olympians' demise ever fresh in their minds, they faded into the background, surfacing only when determinedly sought out by their worshippers, and even then returning to seclusion as quickly as they could.

Though the Olympians themselves were destroyed, their legends were not, and persisted through the ages, spreading through the growing Roman Empire and into Greece, where the gods were given new names and were honored, yet again, with sacrifices.

The Titans

Before the rise of the Olympians, pre-Roman civilization was ruled by the strong, firm hand of the Titans, an elite core of religious elders who held the highest positions of power in the organization. They were the most skilled, most knowledgeable, most influential religious leaders, and they did not give up their power easily.

While on the surface the church of the day appeared to be a primarily religious structure, clerics at the higher levels of the organization understood that scholarly research, not the spiritual salvation and instruction of the populace, was its true goal. Scientific and socio-political research were as likely to be pursued as philosophical and religious study. Whether this was the church's original purpose is unknown, but over time it became a guiding force in the day-to-day operations of society. Clerics were the true leaders of any city, with the secular leaders taking their lead from the direction

of the clerics, and the clerics following the instruction of the Titans.

The number of Titans was not fixed as the leadership is in many organizations; each Titan earned his or her place through years of study and research, honing his or her mind and skills to a level that granted them unquestioned authority in their sphere of influence. At some point, a high level cleric would catch the notice of the Titans; he would receive an invitation to attend a function with them, usually a meeting to discuss a controversial or emerging point of scholarly influence, or to debate the course of action for a sensitive civil issue. If his contribution to these discussions impressed the Titans, the cleric would be invited to future gatherings. Eventually, he would be given a task of enormous responsibility and importance; upon successfully completing it, he would be considered a Titan. There was no ceremony of confirmation or title bestowed; it was simply understood, and unquestioned. Titans had more important things to worry about than the trappings of fame and pride.

When the Olympians first began dabbling in extra-planar magicks, the Titans took little notice. It was not uncommon for mid-level clerics to explore new areas of research. Knowledge could not be gained without trying new things, after all. When Zeus and his followers broke the seal to the Dreamlands and came to full power, though, the Titans immediately recognized the danger the Olympians posed. They quickly took action to neutralize these new “gods”, but it was already too late. The power that Zeus had tapped into was older even than the Titans, and in many ways far stronger. The only thing that saved the Titans from immediate annihilation at the Olympians’ hands was the Olympians’ unfamiliarity with their new powers. As the Olympians grew stronger and more in control of their powers, though, the Titans found themselves hard pressed to hold them at bay.

Unlike the Olympians, the Titans did not draw their power from magick or mysticism. Instead, they relied upon their skills in science, alchemy, and other intellectual pursuits. As their struggles with the Olympians became more pronounced, the Titans found more and new practical applications for the knowledge they had spent a lifetime gaining. They built prisons of materials not susceptible to the magical manipulations of the Olympians, confining those new “deities” that they defeated to them. Alchemy, genetics, and biology melded to create fantastical creatures like the Typhon, monsters with the sole purpose of destroying the Olympians – or the unnatural creations that Zeus and his followers spawned. Medical science quickly advanced to combat some of the afflictions visited upon peasants at the hands of the Olympians as they tried out some new power harvested from the Dreamlands. Though all of these were simply the finely honed skills of scientists and scholars, to the uninitiated they seemed as much like magick as the powers touted by the Olympians, and to the common folk of pre-Roman times it seemed a war between gods was being waged.

Eventually, Zeus’ mythos-granted powers outpaced the skills of the Titans, and in one final surge the Olympians overwhelmed their former masters. Their bodies shredded in the aftermath, the Titans’ souls were locked in a dark, unreachable corner of the Dreamlands, where they suffer unspeakable torment to this day, waiting until someone frees them and restores them to power.

For their part, the Olympians found themselves wholly uninterested in the daily governing of society, and quickly let that responsibility fall to the civil leaders and remaining members of the clergy. These lower clerics didn’t have nearly the skill and

power of either the Olympians or the Titans, and the influence of the clergy on civil matters waned for a significant time as the Olympians occupied themselves with other pursuits.

The Argonauts

In 1197 BCE, the Greek armies set sail for the coast of Asia to retrieve Helen, the wife of King Menelaus of Sparta. Ten years later they returned, brimming with tales of the fall of Troy and the treasures to be had in that land. When Odysseus' cousin, Jason, heard the stories, he doubted the truth of them; he had only to see a few of the items that common soldiers had returned with to change his mind. And he knew that he had to see this land for himself.

> The way to be somebody today is to dare some crime.
> -- Juvenal

When he finally set foot on the mainland three years later, Jason discovered that the streets were not, as he had been told, littered with gold and jewels. Worse still, what treasures the land did offer were well hidden and even better protected, often by creatures too horrible to behold – assuming one even survived the trip to the treasure's hiding place. But Jason was not one to give up easily. He knew that he just needed the right crew to help him find what he wanted.

Few soldiers had survived the fall of Troy, and those who did had no love of Greeks. But many were desperate – enough to join with Jason for the chance to earn a little money. Careful never to reveal the location they were headed to nor the treasure they were after, Jason led a small band of ex-soldiers through the Italian interior to retrieve an item so fantastic that it would seem a thing only of legend – a fleece spun entirely of pure gold.

The proceeds from that expedition set many of Jason's men up for life, and they left the group; for others, it earned their loyalty to the Greek. Taking the name of their ship for their own, they proclaimed themselves the Argonauts and set out to unearth every treasure Asia, Greece, and the lands surrounding them had to offer.

Word of Jason and the Argonauts' exploits spread. Soon, they were receiving summons from some of the most powerful and influential people in the region. Many people, it seemed, were willing to pay others to retrieve for them things that they could not recover themselves. And so began the mercenary careers of Jason and his men. There were few jobs that they wouldn't take, though they were careful to always operate within the bounds of the law – even if just barely so.

Jason and the original Argonauts have long since passed into the grave, but the order continues on into the time of Ancient Rome. To this day it still culls its members from the ranks of soldiers who have left the service, either due to disillusionment, injury, or forced retirement. Not all who approach the order are allowed into the Argonauts; murderers, rapists, and deserters are strictly forbidden, and thieves are hard pressed to gain admittance. This strict code of honor, coupled with their unquestioned abilities, still ranks them as the foremost mercenary corps in the region, and the top choice of many leaders for the most difficult or confidential tasks.

The Roman Legions

Given the many different cultures that made up the Legions, the training the troops received, the fact that they often entered unknown territory and the number of different ancillaries attached to a Legion, having the investigators be from a Legion, even if they're not all soldiers, can greatly facilitate one of the initial problem that every Keeper faces now and again, how to integrate the different party members into a cohesive whole. In addtion to legionaries, the Legions included engineers, musicians, physicians, armorers, carpenters and auxiliaries.

In their prime, the Roman Legions were the best trained, most efficient fighting force in the Western world. In most cases, it wasn't superior technology that ensured victory, it was the training. Because of their training the Legions ranged all over the Roman Empire and beyond, and were often the first Romans to encounter new cultures.

The Legions were the last line of defense against hordes of enemies, and in a Call of Cthulhu campaign those hordes could be even more frightening than they were in Antiquity.

The average legionary joined between the ages of 17 and 23. He had to be a citizen of the Empire with no serious criminal offenses; non-citizens became auxiliaries and received less pay. The legionary would then serve 20 years before retireing and receiving a lump sum of 13 years pay as pension. After retiring, he would be on reserve for five years, during which time he could be summoned in emergencies. Once he joined, a legionary was given a small amount of cash to travel to his unit. Training was a rigorous ordeal. Three times a month, the legionary had to march 20 miles in under five hours. He also frequently practiced with wooden swords, javelins and shields, all of which weighed more than the actual weapon so that when given genuine weapons, they would be lighter.

> If you want a decent job, get the army to do it.
>
> --Anonymous legionary

In addition to gaining physical stamina and fighting prowess, the legionary learned harsh discipline. If a legionary stole from the camp or gave false witness, he was bludgeoned to death. If he was caught sleeping on watch, he was stoned by the men whose lives he endangered. It was this discipline that allowed the Legions to succeed as often as they did and survive the privations of life outside Rome.

During his stint in the army, the legionary was not allowed to marry. The soldier could develop lasting relationships with local women, and father children with them, but there was no legal recognition of the union, or the child. Senior officers, however, often travelled with their families and their wives and children lived in the camps with the soldiers.

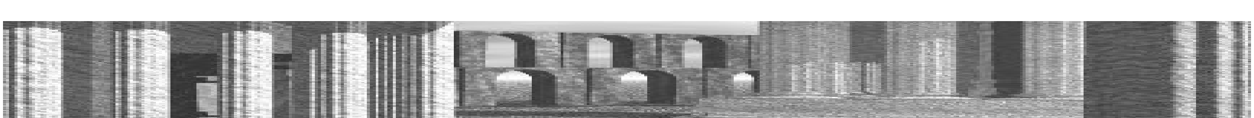
Organizational Structure

10 Contubernium (8 man squad-units) = 1 Centuria (+ 80 men)

2 Centuria = 1 Maniple ("Handful") Unit (+ 170 men)

3 Manipulus or 6 Centuria = 1 Cohort (+ 510 men)

10 Cohorts = 1 Legio (+ 5200 men)



HISTORY OF THE ROMAN LEGIONS

Throughout the history of the Empire, new Legions were formed, some Legions were disbanded, and some were obliterated by the enemy. The following list contains each Legions' name, the dates it was active, and the reason it disbanded, if known.

- Legio I - referred to once as "I *Germanica*" – 48 BCE to 70 CE when it was destroyed in the Batavian Rebellion.
- Legio I *Adiutrix* - 68 CE to 444 CE
- Legio I *Italica* - September 22, 66 CE to 5th century
- Legio I *Macriana liberatrix* – 68 to 69 CE
- Legio I *Minervia* - 82 CE to 4th century
- Legio I *Parthica* - 197 to early 6th century,
- Legio II *Adiutrix pia fidelis* - 70 CE to 3rd century
- Legio II *Augusta* - 30s BCE(?)
- Legio II *Italica* - 165 to beginning of the 5th century
- Legio II *Parthica* – 197 CE until latter half of 4th century
- Legio II *Traiana fortis* - 105 CE to 5th century
- Legio III *Augusta* – 43 BCE to late 4th century
- Legio III *Cyrenaica* – probably around 36 BCE to 5th century
- Legio III *Gallica* – around 49 BCE to early 4th century
- Legio III *Italica* - around 49 BCE to least early 5th century
- Legio IV Flavia firma - see Legio IV Macedonica
- Legio IV *Macedonica* - 48 BCE to 70 CE when it was disbanded by Vespasian
- Legio IV *Scythica* - around 42 BCE to early 5th century

Each Legion was placed under the command of a legate, who was appointed by the Emperor. To avoid the troops being too attached to their legate, and supporting him in a campaign against the Emperor, few legates held their posts for more than four years before a new legate was appointed.

Six tribunes assisted the legate. It was customary for the highest ranking legate to be a young noble who was getting a sampling of army life but usually had no formal training.

Under the tribunes was the camp prefect. Typically the camp prefect was a battle hardened veteran who had risen through the ranks. He was in charge of running the camp with a firm hand and, in the absence of the legate and tribunes, ran the Legion.

- Legio V *Alaudae*, 52 BCE to 70 CE when it was destroyed in the Batavian Rebellion
- Legio V *Macedonica*
- Legio VI *Ferrata*
- Legio VI *Victrix*
- Legio VII
- Legio VII *Gemina*
- Legio VIII *Augusta*, 59 BCE to 4th century CE
- Legio IX *Hispana* - before 58 BCE to around 160 CE
- Legio X Equestris – 58 BCE to 5th century
- Legio X *Fretensis*
- Legio X *Gemina* - 58 BCE to 5th century
- Legio XI
- Legio XII *Fulminata*
- Legio XIII *Gemina* - 57 BCE to 5th century
- Legio XIV *Gemina*
- Legio XV *Apollinaris*
- Legio XV *Primigenia* - 39 to 70 CE when it was destroyed in the Batavian Rebellion
- Legio XVI
- Legio XVI *Flavia Firma*
- Legio XVII - 41 BCE to 9 CE when it was destroyed in the Battle of Teutoburg Forest
- Legio XVIII - 41 BCE to 9 CE when it was destroyed in the Battle of Teutoburg Forest
- Legio XIX - 41 or 40 BCE to 9 CE when it was destroyed in the Battle of the Teutoburg Forest
- Legio XX *Valeria Victrix* 25 CE to late 3rd century
- Legio XXI *Rapax* - 31 BCE to 92 CE when it was destroyed in Pannonia
- Legio XXII *Deotariana* - 48 BCE to ca 133 when it was destroyed in the Jewish Rebellion
- Legio XXII *Primigenia* - 39 to 3rd century
- Legio XXX *Ulpia Victrix* - 105 to early 5th century



Morituri Te Salutamus

(We Who Are About to Die Salute You)

Synopsis

It's late summer and Rome is a hot, dusty city. While many people are enjoying the sunny weather, the city is under siege. Young women are disappearing from Rome. At first, no one in power noticed, or cared, because the women were prostitutes or low class denizens of the Suburra. But now the palaces that cover the Palatine Hill have seen daughters and wives go missing.

For the past week, the prefect of Rome has been inundated with pleas from families who've lost members. It's not uncommon for prostitutes to wind up in the gutters or young girls from poorer families to strike out on their own, looking for wealth. In most instances, they end up prostitutes. But now, the prefect is scared. Women have been disappearing from the households of Equestrians and Senators, and he's under a great deal of pressure to locate the missing women – at least, the wealthy ones.

Keeper's Background

A priest of Magna Mater, Gaius Mons, has become convinced that he is Attis, the legendary consort of the Goddess Cybele. He is looking for his lost love, and kidnapping any woman who bears the slightest resemblance to Cybele. He knows that the women are not Cybele, but hopes that sacrificing them to Cybele will allow her to return to him.

Mons' agents are scouring Rome, kidnapping any woman who comes close to fitting the profile defined by their boss. The women are tied up and hidden in a warehouse in Ostia, awaiting transportation to Gaul.

Mons is a Latinized Gaul who loves the power that courses through the ancient city of Rome, but despises the iniquities he sees among the citizens He plans to convey the women to his estate on the Rhone where they will be sacrificed in a violent ceremony to a Dark Young. He currently has 20 women already in Gaul and another 10 at the warehouse. Several powerful Equestrians and Senators in Rome are backing him because he's promised to use his power to overthrow the Emperor and restore the Republic.

His plan was proceeding perfectly until his men made the mistake of trying to kidnap the wife of one of his wealthy backers.

Player Information

Women have been disappearing from Rome. At first it was only a few, but rumors are circulating that almost fifty women have been taken from their beds or off the streets never to be seen again. The best locks of the wealthy are providing little defense; even women of Equestrian and Senatorial rank are disappearing in the night.

Regardless of how the investigators first came to hear of the abductions, which have been common knowledge for the last week, they are all at the Circus Maximus enjoying a day of chariot racing. At this point, they do not need to know each other.

The investigators can come from any background. It's entirely possible that some are family members of the abducted. Others may be paid Finders, looking into the disappearance of an Equestrian's daughter. Still other investigators may be centurions or aux-

iliaries tasked by the prefect of Rome with putting this matter to bed.

The Hippodrome

The chariots kick up thick clouds of dust as they dart around the track in the last race of the day. The crowd jumps to its feet cheering as the Green driver narrowly avoids flipping as he cuts past the Blue chariot to win the race. It's Green's third victory of the day, and anyone who wagered on that team is likely to take home a lot of money. The crowd remains on its feet while Claudius descends from his booth to place a wreath on the brow of the Green driver.

As the crowd calms, the organs and trumpets start playing a slower, mellow song indicating to the spectators that it is time to settle bets and go home. The setting sun casts long shadows on the bleachers and most people start hurriedly collecting their belongings so they can get home before dark.

All the investigators happen to file out through the same gateway. As they leave, they hear a woman scream for help. Most of the crowd pointedly looks the other way and many reverse direction to avoid the commotion. A **Spot Hidden** check reveals the cause. A woman, dressed in the clothing of an Equestrian, is racing down the street pursued by two burly looking men. The setting sun glints off a piece of metal in one of the men's hands.

If the investigators move to intercept the men, they can do so with little trouble, but have to enter a shaded side street to do so. The two men will put up a fight, but will not fight to the death. If there are any female investigators in the party, the attackers try not to engage them in combat. Should the attackers incapacitate all the male investigators, or there are no male investigators, the men will try to subdue the female investigators.

When reduced to less than half their total hit points, their attackers try to flee. The men can lead the investigators on a merry chase through the alleys of the Suburra, but should either escape or be killed. If the investigators manage to successfully capture the assailants, the men will refuse to talk. Each is carrying a small jar of hemlock, which they will consume when not being watched.

Should one or both of the men be killed, the investigators can search the body. Other than the plain tunic, indicating a lower class lifestyle, and a dagger, there are only a few things to interest the investigators. The attackers were well muscled and heavily scarred, as though from a lifetime of fighting. One of the men was shirtless, and lays

The Guard

Rome does have a police force of sorts, the Roman Legions. Under the command of the Prefect of Rome, the Legions can respond to calls for help. It's up to the Keeper whether or not the Legions respond to the investigators call for help. A Luck roll may determine whether or not there are any guards within earshot. If the investigators are being kicked up and down the Appian Way, the Keeper may wish to have the Legions intercede, even if the investigators do not call on them.

If the investigators approach the Legions with evidence, such as the paperwork from the surgeon's house, a Centurion will dispatch a couple legionaries to investigate. These troops act independently of the investigators and can, at the Keeper's discretion do more to hinder the investigation than aid it.

in such a way that his skirt has risen up. The first thing they notice is that the man has been recently castrated. Second, they find a small branding at the base of his spine in the shape of an upper case theta (Θ). An **Empire** roll can be used by the players to determine that castration can be done for any number of reasons. It was used to punish criminals, ensure that slaves stayed away from Imperial women, and even as a religious practice. The theta is a mystery, even with a successful **Empire** roll, unless the investigator is a gladiator. A gladiator recognizes the brand to be similar to one used by one of the gladiatorial schools in Rome to keep track of its participants.

Alternatively, one of the attackers is shirtless and a successful **Spot Hidden** check by one of the investigators during the combat or chase will allow the investigator to see the theta.

If both men are killed, ignore the scene at the Hara where one of them is seen by the investigators.

The woman is grateful to the investigators and promises that her husband, the Equestrian Junius Silanus will reward them richly for saving her life. A **Civics** roll clues the investigators into the fact that Junius is a wealthy Equestrian who made his money importing grain from Egypt and Gaul. Rumors persist that he will become a Senator before the year is out. If asked, she explains that she was at the Forum Boarum shopping for fish when these two men asked her come with them. She refused and tried to back away. One of the men pulled a knife and told her that he apparently wasn't clear – she *would* be coming with them. At that point, she ran.

The woman, Livia, will not take no for an answer and insists that her rescuers come with her.

At a Palatial Estate

Livia leads the investigators through the streets of Rome and up the Palatine Hill to a large two story construction. The white-washed walls and tiled roof are a sight to behold, as are the armed guards and thriving garden. Even wealthy investigators are impressed by the money on display.

As the investigators enter at Livia's heels, they pass over a seemingly new mosaic of a fierce looking dog with the words 'Cave Canem', Beware of Dog, spelled out under the claws of the fierce beast. Livia guides them into the atrium and asks them to wait by the fountain while she finds Junius. Should they need anything, they only need to ask one of the slaves.

After about fifteen minutes, a broad chested man in the robes of an Equestrian enters the atrium, followed by Livia and a floppy eared puppy. The man looks the investigators up and down and asks them if they're responsible for saving his wife. Should they respond in the affirmative, he offers his thanks and 500 sesterces each, which they can pick up from one of his slaves on the way out. He turns to leave and takes about five steps before stopping for a second and turning around.

He asks the investigators if they'd like to make a lot more money. He says that they're one of only people he knows who has had any dealings with the kidnappers, and are therefore in a unique situation to save all of Rome. He offers 5,000 sesterces plus expenses to the investigators if they can stop the kidnappings once and for all. An **Insight** roll makes it painfully obvious that Junius has ulterior motives. If questioned about his motives, he tells the investigators that being the man who helped stopped the spate of kidnappings will only improve his standing in the eyes of Claudius.

If the investigators describe the attackers to Junius, he cannot explain the branding or castration.

He then offers to let the investigators spend the night, since it's now dark out and the streets are even less safe after dark than they are in the light.

Needed Information

When the investigators leave Junius' home, regardless of whether it is at night or the next morning, they each receive their 500 sesterces for saving Livia.

As they pass the wall surrounding the estate, call for a **Listen** check. Successful investigators hear someone whistling, trying to get their attention. About 50' away in the shrubbery is one of the slaves from the atrium, motioning for them to approach. If the investigators go to the slave, he mentions the branding that the attackers had. If the investigators ask why he's hiding, he tells them that Junius doesn't want him to leave the estate because he's only 500 sesterces away from having enough to purchase his freedom.

Should the investigators pay the bribe of 500 sesterces, the slave tells them that that specific brand is put on slaves sold to the Gladiator trainer Carnifex. Due to his proclivity for beating his charges, Carnifex was kicked out of the traditional gladiatorial schools in Rome and has since set up his own in the Suburra. To find Carnifex, the investigators should go to the Hara, an inn in the Suburra.

The Gladiatorial School

If the investigators pick up on the brand on the backs of the dead bodies, they will most likely head to the gladiatorial school in Rome. It is only open during the day and is closed at night, so the investigators can only visit during the day. As they approach the area, the sounds of combat and men grunting and groaning become apparent. There are groups of men practicing their skills with wooden weapons moving back and forth across a dusty forum under the watchful eye of armed trainers. If anyone asks a trainer for his boss, the trainer points them in the direction of a portico. In the shade of the portico a short bald man leans against a column watching the events. The man is Aurelius, the school master. Although a trained fighter, Aurelius is a businessman first and foremost, and a smarmy one at that.

The first thing he'll do is look them over. If any of the investigators are in good physical condition, he'll offer to train them and put them in the arena, at no cost to them, because the crowd always loves it when a free-man steps onto the floor. Of course, he'd keep 85% of anything earned.

If asked about the branding, Aurelius is tight-lipped and instead continues to try to sell the investigators on becoming gladiators, or at least sponsoring one 'for only a couple thousand sesterces." If they continue to press the issue, he starts to become agitated and vocal, yelling at the investigators. When he starts yelling, all the trainers and gladiators turn their attention to the investigators.

A successful **Persuade** or **Fast Talk** roll is necessary to get Aurelius to divulge what he knows. Yes, he brands gladiators who are troublesome, but he's never used the theta. That particular symbol was used by one of his trainers, Petellius. That particular trainer is no longer working for Aurelius; he caught Petellius skimming a percentage off the top and agreed to let Petellius just leave instead of killing him, which is what Aurelius wanted to do in the first place. Aurelius says he felt sorry for Petellius, so he let him live. Petellius left the school about a year ago.

The last he heard, Petellius was eking out a living as a sausage vendor in the Suburra.

If the investigators approach the other trainers, they all remember Petellius, and are glad he left. As a group, they felt he was a sadistic monster who took more delight in the killing of gladiators than in their training. In fact, he earned the nickname Carnifex, the executioner.

The Hara

If the investigators follow the advice given by Junius' slave, they will head to the Hara, a run down tavern in the Suburra. Filthy children and dogs play in the streets, swarming around the investigators, using **Sleight of Hand** to try to lift anything of value from the investigators. Oppose the investigators' **Spot Hidden** against the urchins' **Sleight of Hand** to see if they can stop the children.

The streets of the Suburra are filthy, narrow, cobblestone pathways barely wide enough for a wagon to slip through. The tenements that line the streets are in disrepair and many look to be held together more by hope than nails. A constant danger when walking near the tenements is falling effluent. The poor empty their chamber pots over the street so that it will get washed into the sewers; some however, take aim to hit passersby.

If the investigators come to the Suburra at night, prostitutes and muggers will abound and it will feel like invading a hostile territory.

Anyone can point the investigators to the Hara, if paid a sesterce or two; otherwise they will be unable to recall exactly where it is. The squat wood structure is stuck between two towering tenements that both look like they're ready to collapse.

Regardless of the time of day, the Hara is so crowded with people dressed in the tunics of the lower classes eating sausages and vegetables and drinking watered down wine that the investigators have to muscle their way through the mob. One sesterce will buy an investigator a plate of food and cup of wine.

No one, not even the tavern workers, will recognize the name Petellius. If they ask for Carnifex, the room grows deathly quiet. After a second, one of the men drinking looks the investigator asking the question up and down and says "some of his friends are in the back room. It'd be best if you check with them," and jabs a thumb toward the rear of the building before going back to his wine.

If the investigators walk toward the back room, the crowd parts for them, allowing easy access. If they try the door, they find it locked from the other side. If the investigators knock on the door, it opens outward quickly and a pair of arms shoots out of the darkness, grabs the lead investigator and pulls him inside before pushing him down a set of stairs. The attack happens so quickly that the investigator can only avoid the grapple with a success roll against ½ his **Dodge** skill.

The rest of the investigators are free to enter. The person who grabbed the investigator, a well muscled man in a loincloth, opens him arms expansively, smiles and says, "Let the games begin!" The investigators hear shouting and cheering come from downstairs. The stone staircase is dark, but light from a room at the bottom casts enough light that the investigators see their companion picked up by two more men and pushed forward into the room.

Fight Club

The investigator who was thrown down the stairs finds himself unharmed, having

landed in a pile of straw. As soon as he lands, he's grabbed by two people and thrown forward into a ring of screaming, stomping, yelling people. Standing at the opposite edge of ring is a large man in nothing but a legionary skirt covered from head to toe in coarse black body hair. The fighter, Pilosus, steps forward and throws the first punch.

If the investigator tries to leave the circle, he's pushed back in by the throng of people. If his companions try to push their way into the ring, the crowd of about 50 intoxicated Romans tells them to wait their turns. As they stand there, an officious looking man walks up and asks them if they'd care to place a wager on the fight. If either of the attackers in the initial scene survived the investigators, a **Spot Hidden** check reveals them to be part of the crowd. A **Civics** roll tells the investigators that underground gladiatorial combats such as this are illegal.

The fight is strictly unarmed, even though the investigators are not told that. If the investigator in the ring draws a weapon, his opponent stops and yells "No fair, boss!" and the crowd starts booing and throwing vegetables. Should the investigator drop the weapon, the crowd cheers and the opponent lets out a whoop and throws a punch. The fight continues until one of the combatants falls and doesn't get back up. The house fighter will only stay down if knocked unconscious.

If the investigator insists on keeping the weapon, the crowd starts to disperse and the fighter goes over to a stool and sits down, calling the investigator a cheater.

If the investigators ask about Carnifex during the fight, people tell them he doesn't like to be disturbed during a fight. If they ask about Carnifex after the fight, someone tells the investigators that he's at the far end of the room.

Meeting the Organizer

After the fight, the crowd mills around snacking on various vegetables and dipping their cups to get wine from barrels. Carnifex is at the end of the room in a shaded alcove, and the meeting can go one of two ways.

If the investigator fought Pilosus, regardless of the outcome, Carnifex is welcoming and will tell them what he knows. If the investigator refused to fight, Carnifex is offended and orders the investigators out of his sight.

As the investigators approach the alcove, a shape comes into focus. A large, corpulent body, easily weighing 500 lbs, sits propped up against pillows. Short stubby arms are folded across his chest and his feet project straight out from under his bulk. He's wearing the tunic of a common citizen. As the investigators watch, two young, attractive girls emerge from the crowd and begin wiping the man's face and brow with napkins.

If the investigator fought Pilosus, Carnifex will entertain the investigator's questions while his slaves feed him. He will relate the following information, if the investigators ask the appropriate questions. An **Insight** roll by the investigators, opposed against Carnifex's **Fast Talk,** will indicate that he's not telling the full truth, particularly in regards to whether or not he knows why his gladiators were chasing Livia.

- He will confirm that he uses the theta brand to mark his gladiators.
- He denies knowing why his gladiators were chasing the woman, but he doesn't force them to live in slavery like the other gladiatorial schools do. His gladiators are free to come and go as they please.
- He denies knowing why they were cas-

trated.

- If asked about his nickname, he tells the investigator that he used to push gladiators as far as they could go, and then a little farther. Many were not strong enough to make it.
- Yes, he used to go by Petellius, but Carnifex had such a nice ring to it that he kept it.

If the investigators succeed at their **Insight** roll and press Carnifex on what his gladiators do in their spare time and either threaten Carnifex with telling the authorities about his illegal fight ring or offer a substantial bribe of 1,000 or more sesterces, Carnifex opens up and tell the investigators that most recently some of his gladiators were hired to guard a warehouse in the Forum Boarum, but he doesn't know by whom. If the investigators wish to go to the warehouse, Pilosus knows where it is. The money for the gladiators was paid by a messenger with his tongue cut out.

Pilosus can be found enjoying wine. He's currently so drunk that he will tell everything he knows without the need for persuasion. If asked, he can tell the investigators where the warehouse is. Pilosus has never been there himself, because when he was hired, he was told to report to the house of a surgeon. When he arrived, the surgeon prepared to castrate him. Pilosus beat the surgeon severely and ran back here. Pilosus can also direct the investigators to the house of the surgeon.

The House of the Surgeon

The surgeon, Calpurnius Ligus, lives in Ostia, according to Pilosus. The investigators can either walk the 15 mile causeway to Rome's port, or hire a carriage for 1 sesterce per traveler.

The house described by Pilosus looks like almost every other house on the street. It's a one story stone construct with a wooden front door and shutterless windows. Anyone on the street can direct the investigators to the exact house.

A knock on the door goes unanswered. A successful roll of **STR x4** can be used to force the lock and push open the door. The investigators enter into the open air atrium. The house follows the same layout as other Roman houses, except this one is very sparsely decorated. In addition, the two tabernae on the front of the house are unoccupied. One of the bedrooms has been converted into an operating room, and there's a blood covered wooden table in the center. A stone counter on the south wall is home to the tools of the surgeon's trade. There are scalpels, forceps, and other tools laid out. Some of the tools are crusted in blood. A large wooden chest lines the right wall. Any investigator opening the box loses **1/1d3 SAN** for doing so. The box contains the results of several hundred castrations.

The second room of interest is the tablinum. In addition to natural histories, medical treatises, and charts of accounts, the investigators can find a note with a successful **Library Use** check. See Handout 1 for the note. A second **Library Use** check finds Handout 2. A third **Library Use** check reveals Handout 3. The handouts are included at the end of the scenario and are not numbered. The keeper is encouraged not to hand them out in the order they're printed. Mixing them up will force the players to try and place them in chronological order.

If the investigators snoop around the house for any length of time longer than an hour, call for **Luck** rolls. A failure indicates the surgeon returns, through the main en-

trance, and the investigators may hear him enter, if they make **Listen** checks. If the surgeon returns and finds the investigators, he's initially surprised to find people ransacking his house. He orders them to leave, or else he'll summon the guard. The surgeon is a small, weasel-like man whose face is swollen and covered in bruises, his left arm is a sling. If forcibly questioned, he'll tell the investigators that he's been performing castrations for several weeks now and has been saving the 'waste' for an upcoming ceremony to Magna Mater where they'll be burned in the temple by the priestesses. He just assumes the men are fellow worshippers of Magna Mater, and is seeking to hasten their ascension. If the investigators find the letters and ask who is brother is, he'll say nothing more than Vibius, his brother's praenomen, which is only used in intimate family settings and not known to people outside the family. Only if reduced to 2 hit points will the surgeon reveal his brother's full name is Vibius Junius Silanus. However, attacking and injuring a man who did not attack them first, should cause a **1/1d4 SAN** loss.

The Warehouse

If the investigators decide to look into the warehouse, they find it off the Forum Boarum, just as Pilosus said. Regardless if the approach it during the day or night, the events transpire the same. Approached from the street, the warehouse is just one among many. It's a tall, rectangular building made of tufa with windows cut high in the walls, about 20' above the street, and double wooden doors large enough to drive a four horse wagon through in the front. Two men stand watch outside the doors, lazing casually against the wall. If the investigators move to the back of the warehouse, or approach from a rear alley, the building is basically the same, except the door is a smaller, man sized door and there's only one guard.

A 200 sesterce bribe is enough to convince any guard to look the other way. Alternatively, a guard or guards could be overwhelmed by the investigators, but doing so would most likely attract the attention of the guards on the other end of the building. Since their induction into the Cult of Magna Mater, with its requisite castration, sexual ploys will have little effect on them.

Once inside the warehouse, the investigators find a barren building with six amphorae of olive oil in one corner, three crates containing figs, and two statues of women in sheer clothing. If it is night when the investigators come to the warehouse, the inside will be pitch black and the investigators will need to supply their own light source. As the investigators move about the warehouse, call for **Spot Hidden** checks. A success indicates that the investigators notice heavy scratch marks on a couple of stones near the amphorae. If the investigators move the amphorae, a second **Spot Hidden** check uncovers hand holds cut into one of the flagstones that make up the floor. Call for **Listen** checks. If more than one investigator succeeds at the listen checks, half of the successful group hears movement and mumbled talking coming from under the flagstone. The other half hear scuffing coming from behind them. If only one investigator succeeds at the **Listen** check, he hears the scuffing noise.

Anyone who hears the scuffing noise and turns around sees a large hideous creature hovering over the ground as it moves toward them. Investigators who see this monster lose **1/1d6+2 SAN**. The spectral hunter will prefer to remain invisible, but if the investigators have a fish-oil lamp, the spectral hunter will become visible whenever it's in the range of the lamp. The sounds of combat will draw the attention of the guards,

though, who will investigate. However, the spectral hunter only recognizes its summoner, Gaius Mons, and will attack anyone else who is not accompanied by Mons. When the guards see the spectral hunter, they will need to make **SAN** checks as well and be just as likely to attack it as they are the investigators.

Opening the Doorway

After defeating the stipator and guards, the investigators can open the hatch by lifting the flagstone. Two investigators will have to succeed at **STR X3** checks to heave the flagstone out of the way. Just under the lip, a rickety wooden ladder descends into darkness. Occasionally, a brief flicker of light will illuminate the stone floor about ten feet below.

Once down the ladder, the investigators find themselves in a tunnel with a stone floor, ceiling and walls that goes straight for about ten feet before turning sharply right. Some sort of flickering light beyond the corner is illuminating the hallway. Investigators hear scraping and mumbling from around the corner on a successful **Listen** check.

In a small 15' x 15' foot room around the corner at the end of the hall the investigators find a torchlit room with ten women of various ages and nationalities. Each has been gagged and bound; some are dragging their sandals across the floor, trying to get their feet under them so they could stand. When they see the investigators, they cower and try to back into the corner. If the investigators try to touch them, they start thrashing around. An investigator who tries to touch one of the women and fails a **Luck** roll could get kicked in the head or shins—or worse—by the woman.

A **Persuade** or **Fast Talk** roll can be used to calm the women down enough to let the investigators untie them.

Freed Captives

Each woman tells a similar story, and as one is talking the others will talk over the first and intersperse details. They were ambushed by two or three rough looking men with knives. After being beaten, they were tied up, blindfolded, gagged, and dragged someplace. Once they were tossed down here, the blindfold was removed.

Once a day, a thin, bald man dressed in dark robes bringd them food and water and tell them how they str going to help bring about the end of the Empire. The women are in agreement that the man was not a native of Rome and spoke with anaccent one might expect from someone from Britain or Gaul. The women were never molested, but they were beaten on occasion if they spoke out.

When they first arrived, there were about 20 other women here, but they were taken away a while ago. They think it's been two days, based on the fact that the man, who called himself Attis, has visited them twice since the others were led away, but being trapped in a cave underground they're not sure.

An **Empire** roll is sufficient to tell the investigators all they need to know about Attis. In the early days of the world, a goddess Cybele fell in love with a mortal shepherd named Attis. Unfortunately, Attis' fragile mind could not comprehend being loved so deeply by a goddess and he fell into insanity. Attis then castrated himself and committed suicide. In Rome, Cybele is worshipped as the goddess Magna Mater. Her worship is very sparse, but secretive. On most holy days, only women are allowed in the temple, and male followers of the goddess are castrated. There is a temple to

Magna Mater near the Forum Romanum.

The women are eager to leave and return home. The longer the investigators question them, the more agitated and snappish they become.

If the investigators decide to free the women and then wait for Gaius to return, he won't. If he sees the dead guards and destroyed stipator, he will send ten of his guards down into the tunnel to make sure everything is clear. He will return to his estate in Gaul to begin preparing for the ritual.

Visit the Cult of the Great Mother

Based on the story told by the women, the investigators may want to visit a Temple to Magna Mater. The nearest temple is at the Forum Romanum. It's a large tufa building with a columned entranceway and a domed roof.

As the investigators near the door to the structure, a woman steps forward from behind the colonnade and raises her hand while telling them, in Greek, to stop. If they do not respond to Greek, she switches to Latin. She asks them their business at the temple.

If the investigators describe the man who fed the women, the Priestess, Diana, claims not to know the man. A successful **Insight** roll by an investigator indicates she's hedging. A **Persuade** roll made against ½ the investigator's skill level convinces her that she should reveal more, and she tells the investigators that yes, she knows the man. He's a Galli, or priest in the Cult of Magna Mater. He's from Gaul and only recently came to Rome. He goes by the name Gaius. She does not know where Gaius is staying.

If the investigators do not elect to enter the temple, a **Listen** check reveals the sounds of chanting emerging from within the stone walls. Men's voices are chanting "Io Io Cybele, Io Io Magna Mater." If asked, Diana will tell the investigators that they could not understand the depths of the worship of Magna Mater.

Entering the Inner Sanctum

If they want to enter, she informs them that women are free to enter, but uncastrated males may not enter the temple, less they defile the sanctity of the temple.

If female investigators choose to enter, or a male investigator decides to become an initiate, they will be led into the temple. Any male who enters the temple will be directed from the marble vestibule down a hallway to an alcove with a statue of Magna Mater carved out of a black, reflective stone. Magna Mater appears as a many headed, many breasted creature with no easily definable shape, but the investigator can see his past, present, and every desire seemingly reflected in the stone. Seeing the statue results in a **1d3/1d6 SAN** loss. As the male investigators stand there, one man per investigator emerges from the shadows of the temple and grapples the investigators, forcing them to the ground. Another man with long black hair and dressed in dark brown robes emerges and forces a drink down the investigator's throat, cooing that it will make the sacrifice less painful. If the investigator spits the drink back up or turns his head, the man simply states that the drink was for the investigator's benefit, not his. He then pulls out a wickedly curved knife and lifts the investigators tunic. The investigator will need to make a **STR** check to escape the grapple and avoid being castrated.

Any female investigator or castrated male can pass through the large double doors that

separate the marble vestibule from the interior. The inside looks like a massive, natural cave lit by torches and fires in braziers. The walls are rough hewn and the humidity is palpable. About 20 naked, castrated men bearing reeds stand at the far end of the temple, about 300 yards away, facing a larger version of the statue in the vestibule while chanting "Io Io Cybele, Io Io Magna Mater," and waving the reeds. Seeing the statue either for the first or second time results in a **1d3/1d6 SAN** loss. As they stand there, several leopards walk toward the investigators and twine their way among them.

A Day in the Country

The letters in the house of the surgeon mentioned Mancinus Sura, a colleague of the mysterious Vibius. A **Civics** roll indicates that Mancinus Sura is a very wealthy member of the Senatorial class and lives in a villa about half a day's ride north of Rome. If the investigators do not have horses or other transportation of their own, they can rent a mule team, wagon, and muleskinner for 20 sesterces per person, round trip. Because of bandits, the muleskinner refuses to be on the road at night. He will leave in the morning and then spend the night at the villa.

The Via Triumphalis, the road leading north from Rome, is packed when the investigators leave, regardless of when they leave the city. The journey is slow and tedious, but uneventful.

As the players near the villa, call for **Spot Hidden** checks. Successful investigators notice wisps of a thick, black smoke rising into the air. When they crest the last hill, the investigators see that the villa is fine, but a large amorphous shape is burning. About 100 legionaries stand around the villa and fire. Investigators notice that there are several people dressed in tunics being tied up. Several dead legionaries are being loaded into a wagon.

A centurion, evident by his plumed helmet, comes walking toward the investigators as they disembark from the wagon. He gruffly asks why they're there and then proceeds to interrogate the investigators for over an hours about why the arrived at the villa. If the investigators tell the truth, have the Centurion roll against his **Insight** skill. If he succeeds, he believes them. If the investigators lie, oppose their **Fast Talk** against his **Insight**. If they succeed, they pull a fast one on him; if he succeeds, he realizes they're lying and arrests them for being conspirators against the Emperor.

Should the investigators convince the Centurion, Valerious Ahenobarbus, that they are not conspirators, he takes down their names anyway and explains that Mancinus Sura and several other wealthy Romans were conspiring against the Emperor in an attempt to restore the Republic. The conspirators are being taken back to Rome for trial and execution. If asked about the burning shape, Valerious tells the investigators that Sura had an elephant that attacked the troops. The cohort lost several men, and several more were severely traumatized by the massive beast, but the elephant was killed and is now being burned to keep the corpse from rotting and attracting animals.

If the investigators look at the conspirators, they notice Junius Silanus among them. If the investigators talk to him, he only says one thing—"Beware of the Dog."

The Villa

The Villa is one of the most expansive and richly decorated the investigators have ever seen. Every floor is covered with mosaics depicting historical scenes such as the fall

of Troy and the defeat of Carthage. Every wall is covered in frescos depicting mythological beings such as the Minotaur and Chiron the centaur. If the investigators find the tablinum, or office, they find it devoid of any scrap of paper. In the middle of the villa, a sumptuous garden is resplendent with vegetables and flowers. A mosaic in the center shows a fierce barking dog, with the words Cave Canem below it. If the investigators have not received the clue from Junius, or do not think of it on their own, call for an **Idea** roll. Success indicates that the middle of a garden is an odd place for such a mosaic.

Close examination of the mosaic reveals that the center tiles are not mortared in place, but are merely set there. If the investigators pull up the tiles, they find a small recess containing an iron box. Opening the box uncovers several pieces of paper. All of the notes are written in Latin. See handouts 4, 5, 6, and 7 for the notes. Once again, the keeper is encouraged to hand the papers out in a random order.

The legionaries have removed anything else even remotely incriminating.

By the time the investigators have finished reading the letters, the elephant carcass in front of the villa has been reduced to ashes and the legionaries have left for the journey back to Rome.

Getting to Gaul

The investigators will undoubtedly want to go to Gaul at this point to track down Gaius Mons. While they could hire the muleskinner at 20 sesterces a person per day to carry them to Gaul, it would take several weeks to complete the trip. Returning to Ostia and hiring a ship would be much faster, as an **Idea** roll would reveal. Sailing by ship would take 3 days and cost 75 sesterces per investigator.

The Mediterranean is relatively calm during the journey, and the ship makes good time, but any investigator who has never been on a ship before will need to make a **CON x 5** roll or be seasick for the duration of the journey. All physical skills for an investigator are at ½ normal skill percentages when seasick.

Marseilles

Marseilles is a coastal city filled with gleaming white buildings, the smell of fish and the legions. Not only is there a legion garrison in Marseilles, but many retired legionaries choose to live here.

The luxuries of Marseilles, including very nice baths, await investigators who want to lounge and relax. If the investigators begin asking around for Gaius Mons, or a route to his villa, have the investigator make a **Luck** roll. Failure indicates that an agent of Mons has overheard the investigators probing around and reports back their activities.

A successful **Fast Talk** or **Persuade** roll gets the location of Mons' estate out of a resident, as well as directions. Mons lives about a two hour walk north east of the city.

One of the people the investigators talks to will mention that 'a big religious festival is getting underway at the villa.' The man, a farmer, tells the investigators that he was near the villa a couple days ago and overheard two men talking. One of the men mentioned that the ground would be prepared in time for the sacrifice on II Nones August. That's today.

If the investigators seek out the Legion's garrison in Marseilles to ask for assistance and can provide proof, such as the documentation from Mons' villa or the surgeon's house, the Centurion in charge of the garrison takes their complaint very seriously and

tells the investigators that the Legions are currently in the field, but he will dispatch a runner and they should arrive at the villa late tomorrow or early on the second day to investigate.

The Estate

Mons has guards posted in the forests around his estate. His estate is completely encircled by thick, dark woods. If the investigators failed their **Luck** roll, the guard will be doubled and they will be actively searching for the investigators instead of idly biding their time. All his guards are members of the Cult of Magna Mater. **Move Silently** checks will be required to get past the guards. Between Marseilles and the estate, the investigators will have to sneak past three sets of four guards.

From a distance it's clear that Mons' estate rivals Sura's in size, but not luxury. Interestingly enough, there is a small amphitheater built near the villa. As the investigators approach, they hear roaring, yelling and screaming coming from the amphitheater.

Walking into the amphitheater, the investigators are greeted by the sight of a large, mobile, tree-like creature with goat's hooves attacking two lions who are trying to escape, but all their exits are barred. Investigators lose **1d3/1d10 SAN** for seeing the dark young. At the far end of the amphitheater sits a slim, bald man in dark robes gleefully clapping at the carnage. He's surrounded by four armed guards. There are another forty people in the seats of the amphitheater, leaving a large area unoccupied.

The dark young makes short work of the lions and stands there restlessly. Gaius stands and addresses the crowd, telling them that now is the time they've been waiting for. The next sacrifice will bestow upon him enough power to defeat the Emperor and ensure that he is undisputed master of the Empire. He then slams a hammer against an iron drum. One of the gates opens, and several armed men lead 30 scared women into the dusty arena before retreating and barring the gate.

The dark young immediately tears into the women, killing one almost instantly. The women start screaming and running around the arena, trying to get away. If the investigators jump into the arena the dark young will remain focused on the women until the investigators inflict damage. Once injured, the dark young focuses its attention on the attackers.

If the investigators succeed in defeating the dark young and look toward Gaius' booth, all they see is his fleeing back. At the same time, the gates to the arena open and three guards run in. At the Keeper's discretion, the women may attack these guards, taking inspiration from the investigators. Otherwise, the women swarm through the open gateway to freedom.

Once out of the arena, a **Track** roll can tell the investigators which way Gaius went. He went into the surrounding forest. Once again, at the Keeper's discretion, some women may elect to help the investigators, armed with weapons taken from the guards.

After a half hour of chasing through the woods, the investigators find Mons in a small cave, his four guards posted outside. Chanting can be heard coming from inside. Gaius will not leave the cave, as he views it as his own personal temple to Magna Mater, but will fight back with every spell he has.

Epilogue

With the defeat of Mons and his cohorts, the villa is now ownerless. The investigators can claim the villa as a reward, or sell the slaves, art and supplies. A hasty ransacking

of the villa will net the investigators 2,000 sesterces in cash and artwork that can be sold for another 7,000. The artwork, primarily statues, weighs over 1,000 libra and the investigators will need a vehicle to transport it. Luckily, a rundown wagon is nearby, but one of the wheels is broken. A **Repair** roll will get the wagon rolling again. The villa still belongs to Mons, or his heirs, if he was killed. However, legal action in Rome can be instigated by the investigators to lay claim to the villa, if they can prove Mons' crimes.

Another source of income could be Mons' library. He had an extensive library, consisting of 125 scrolls. While none of them are Mythos tomes, there are several works that may interest the investigators, including the Pharmakeutria and Pliny's Natural History. With the proper buyer, which requires networking among the educated in Rome, the entire library can be sold for 4,000 sesterces.

Gaius Mons had a copy of the Greek Sapienta Magorum on his person in the arena for use during the ritual. When he flees, he takes it with him. If he is killed, the investigators can lay claim to the scroll.

After the surviving investigators have been in Rome for a few days, they receive an invitation to go to the house of Junius Silanus. Should they answer the invitation, they find Junius and his wife Livia in the atrium, talking to Valerious Ahenobarbus. As a slave announces the investigators' arrival and leads them into the atrium, all three people look up and stand. Junius informs the investigators that he was asked by the Prefect to infiltrate the Republican group because his brother, the surgeon Calpurnius, was a member and the Prefect wanted to play on the brother's fondness for Junius. He then rewards the investigators with 5,000 sesterces and offers his sincerest thanks. Valerious then offers the investigators his thanks on behalf of the city of Rome and tells them that should they ever need the assistance of the Legions, they should not hesitate to ask.

Resolution

Any investigator who survived the combat with the dark young, the guards, and Mons receives 1d10 SAN points. If most of the women at the arena survive, the investigators receive an additional 1d8 SAN. Encountering the creatures of the Mythos, and the men and women who serve them, nets the investigators 5% in their Cthulhu Mythos skill.

Cast of Characters:

Guards – Gaius Mons' army of castrated gladiator wannabes.

STR 14	CON 13	SIZ 13
INT 10	POW 17	DEX 13
APP 11	EDU 9	

Idea 50 Luck 85 Know 45
SAN 85
HP 13
Damage Bonus: +1d4
Weapons: Longsword 50%, damage 1d8+db

Junius – betrayed Republican

STR 15	CON 13	SIZ 14
INT 15	POW 12	DEX 12
APP 12	EDU 14	

Idea 75 Luck 85 Know 70
SAN 85
HP 14
Damage Bonus: +1d4
Weapons: Dagger 55%, 1d4+db
Skills: Civics 65%; Empire 56%; Fast Talk 45%; Insight 55%

Carnifex – obese master of an underground gladiatorial school

STR 18 CON 17 SIZ 20
INT 13 POW 11 DEX 7
APP 6 EDU 10
Idea 65 Luck 55 Know 50
SAN 55
HP 18
Damage Bonus: +1d6
Weapons: Dagger 50%, 1d4+db; Fist/Punch 65%, 1d3+db
Skills: Art (Oratory) 35%; Empire 40%; Insight 40%

Pilosus – the hairy gladiator

STR 17 CON 17 SIZ 16
INT 8 POW 9 DEX 15
APP 10 EDU 6
SAN 45
HP 16
Damage Bonus: +1d6
Weapons: Fist/Punch 85%, 1d3+db; Grapple 65%

Calpurnius – the surgeon

STR 10 CON 12 SIZ 15
INT 16 POW 13 DEX 10
APP 8 EDU 16
Idea 80 Luck 65 Know 80
SAN 65
HP 14
Damage Bonus: none
Weapons: Dagger 50% 1d4+2+db
Skills: First Aid 65%; Insight 35%; Medicine 60%

Valerious – centurion of the legions

STR 15 CON 15 SIZ 12
INT 13 POW 13 DEX 14
APP 13 EDU 12
Idea 70 Luck 65 Know 60
SAN 65
HP 13
Damage Bonus: +1d4
Weapons: Gladius 50%, damage 1d6+db; Spear 50%, damage 1d8+1+db
Armor: 8 point scale + large shield
Skills: Civics 45%; Empire 65%; Insight 35%; Tactics 70%

Legionaries – backbone of the Empire

STR 15 CON 15 SIZ 12
INT 13 POW 13 DEX 14
APP 13 EDU 12
Idea 70 Luck 65 Know 60
SAN 65
HP 13
Damage Bonus: +1d4
Weapons: Gladius 50%, damage 1d6+db; Spear 50%, damage 1d8+1+db
Armor: 8 point scale + large shield

Gaius Mons – insane priest of Magna Mater

STR 10 CON 14 SIZ 14
INT 17 POW 18 DEX 10
APP 12 EDU 11
Idea 85 Luck 90 Know 55
SAN 25
HP 16
Damage Bonus: none
Weapons: none
Skills: Civics 30%; Cthulhu Mythos 35%; Empire 45%; Insight 45%; Latin 45%; Library Use 75%; Listen 45%; Occult 70%; Persuade 80%; Potions 35%; Write Latin 45%
Spells: Call/Dismiss Shub-Niggurath, Become Spectral Hunter, Bind Dark Young, Chant of Thoth, Look to the Future, Mesmerize, Shriveling, Summon Dark Young, any others the Keeper desires

Dark Young – servants of Shub-Niggurath

STR 44 CON 17 SIZ 44
INT 14 POW 17 DEX 16
Move 8
HP 30
Damage Bonus: +4d6
Weapons: Tentacle 80%, damage db+STR drain; Trample 40%, damage 2d6+db
Armor: Hand to Hand weapons do normal damage; ranged weapons do 1 point of damage, unless they impale, which does 2 points of damage. Attacks dependant on heat, blast, corrosion, electrical charge, or poisoning have no effect
Sanity Loss: 1d3/1d10 Sanity points to see a dark young.

Lions – victims of Gaius Mons' depravity

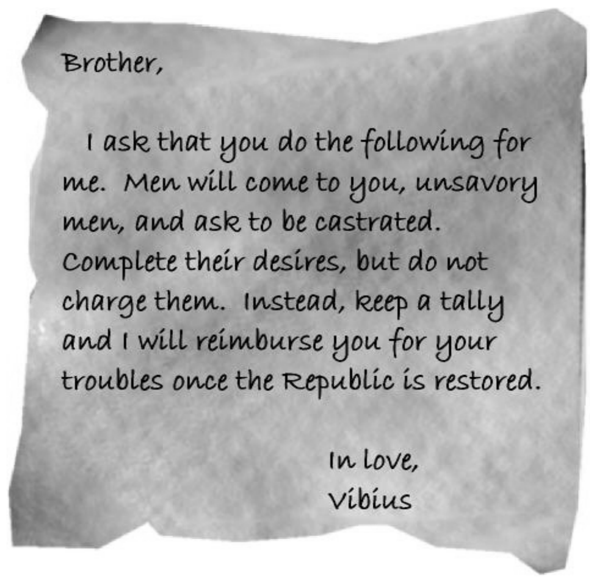
STR 19 CON 10 SIZ 16
POW 13 DEX 19
Move 10
HP 14
Damage Bonus: +2d6
Weapons: Bite 40%, damage 1d10; Claw 60%, damage 1d6+db; Ripping 80%; damage 2d6+db
Armor: 2 point fur

Leopards – pets of Magna Mater

STR 16 CON 10 SIZ 15
POW 11 DEX 19
Move 12
HP 13
Damage Bonus: +1d4
Weapons: Bite 30%, damage 1d10; Claw 50%, damage 1d6+db; Rake 80%, damage 2d6+db
Armor: 1 point fur

Spectral Hunter – Monstrous Guardian

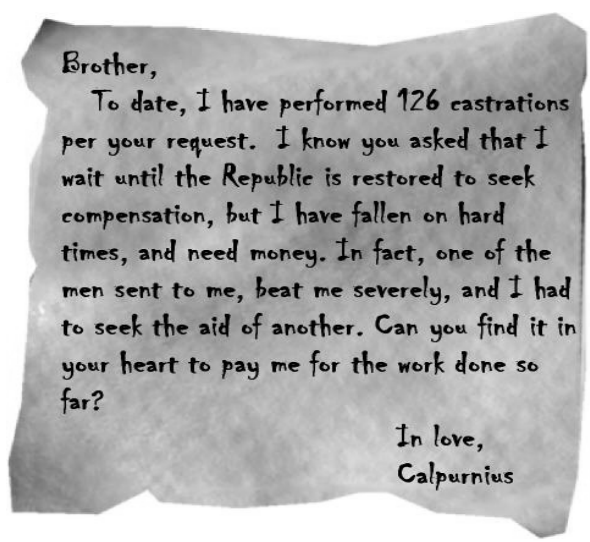
STR 21 CON 8 SIZ 18
INT 13 POW 17 DEX 14
Move 8
HP 13
Damage Bonus: +1d6
Weapons: Pincer 50%, damage 1d6+db;
Bite 30%, damage 3d6
Armor: 1 point of hide
Sanity Loss: 1/1d6+2 Sanity points to see a spectral hunter.



Brother,

I ask that you do the following for me. Men will come to you, unsavory men, and ask to be castrated. Complete their desires, but do not charge them. Instead, keep a tally and I will reimburse you for your troubles once the Republic is restored.

In love,
Vibius



Brother,

To date, I have performed 126 castrations per your request. I know you asked that I wait until the Republic is restored to seek compensation, but I have fallen on hard times, and need money. In fact, one of the men sent to me, beat me severely, and I had to seek the aid of another. Can you find it in your heart to pay me for the work done so far?

In love,
Calpurnius

Calpurnius,

I do not have the money to send now. Business is difficult. I ask that you contact my associate and fellow believer, Mancinus Sura. I have spoken to him, and he has agreed to loan you the money you need.

Contact him soon and do not speak to anyone else about what you are doing, or our cause of restoring the Republic.

Vibius

Senator Sura,

My name is Gaius Mons and this letter serves as my formal introduction to you. As I understand it, we both share a hatred of the Emperor, albeit for different reasons. You desire the power men of your stature once had. I despise them because they brought the worship of my beloved from Phrygia to the abominable sewer on the Tiber. I wish to offer my services as a powerful sorcerer to your cause. All that I ask in return is for 30 women. Class does not matter, they will merely be fodder for my power. Arrange this, and the Empire will be no more.

Gaius Mons

Gaius Mons,

I have no idea what you are intimating. How dare you intimate that I would seek to overthrow Claudius! If I knew where to find you, I'd make sure you never breathed another word of this.

Sura

Senator Sura,

You can find me at my estate in southern Gaul, about a day north east of Marseilles. It is there that the women will need to be shipped. I have arranged for a warehouse in Rome, and several guards. Along with this message, I have including a sample of my power. No doubt you have noticed it, seeing as how it is as large as one of Hannibal's elephants. It is the child of my goddess and will serve you well and faithfully, unless you cross me.

Gaius

Gaius,

Your power is truly mighty if you can command this beast. My agents report that your estate is well furnished and apportioned. I believe we can help you secure the women you need, providing the following proviso is met. You are not to touch any women that have value to me or my partners Vibius Junius Salinus, Decimus Flavius Afer, and Numerious Tarquinius Cato. I believe the sloth Carnifex will hire out some of his gladiators for your use. He's a doddering fool who can be easily duped.

Sura



CHUMA INVICTUS!

It was the best of times. It was the worst of times.

The year is 47 CE and Claudius sits on the throne of the greatest empire the world has ever seen. The capital city, Rome, boasts a population nearing one million people. Built upon the backs of slaves and enriched by trade routes, the Empire feels safer than ever. Providing that safety is the Roman Legion, the most feared military force in the world.

Because of those legions, the Roman Empire stretches from the newly subdued Britannia in the North to Egypt in the south and from Mauritania Tingitana in the west to Cappadocia in the east. Home to thousands of nationalities, the Empire is a melting pot of cultures, ideas and beliefs.

All is not as it seems, however. Having just crawled out of a vicious civil war and threatened by barbarians in Germania and Britannia, the Legion is forced to augment its ranks with more and more barbarian mercenaries. To compound its troubles, the Sarmatians to the north, Parthians to the east, and Kush to the south press against the Empire's borders, testing how far they can expand before Rome presses back.

KEEPER'S INTRODUCTION

Egypt is one of the richest provinces in the Roman Empire. Even though arable farmland is in short supply in relation to the total available land, it produces more grain for Rome than Gaul. In addition, Egypt provides a source of architectural inspiration with pyramids and obelisks. Egypt also serves as a contact point with the kingdom of Kush, which serves as an intermediary for contact with Sub-Saharan Africa. The Romans used the Kushite's connections in Sub-Saharan Africa to acquire gold, ebony, ivory, and exotic animals. Both Rome and Kush benefited from this trade, so relations remained relatively peaceful in the first century, but the Romans were wary of their neighbors to the south. After resisting a Kushite invasion into Egypt in 23 BCE, the Romans maintained a strong presence in Egypt in the form of the Legio III Cyrenaica.

Ostensibly, a mission is being sent to Kush to trade for ivory. The players are to serve as guards for the delegate Strabo. The Greek Strabo, although a pompous, self-serving bastard, is a member of a secret society, the Custus Notitiae, which rescued numerous scrolls from the Royal Library at Alexandria when it burned in 47 BCE To this day, the Custus Notitiae still gathers books, scrolls, and papyri and hordes them in a secret library under Alexandria. The society has heard that a rare book, the Chuma Scrolls, will be passing through Meroe in the hands of Parthian traders and has worked to have Strabo appointed as delegate to Meroe so he can be there to intercept the book and bring it back to the library. The other members of the society believe that the book contains primary accounts of a sub-Saharan fertility god known as Chuma, a deity whose Egyptian name is Yibb-Tstll.

Ahnwey, an Egyptian sorcerer has other plans, however. His family has been part of a secret cult of Yibb-Tstll for generations and plans on using the scrolls to bring about Yibb-Tstll's return from the Dreamlands. To achieve this, he's consumed the likeness of Teriteqas, the Kushite translator. Although

Teriteqas appears to be around twelve, he's actually a powerful sorcerer who used consume likeness to take the form of the young boy. Teriteqas plans to use the legionaries to seize the scrolls and return to Syrene, a city in southern Egypt.

Teriteqas' plan is complicated when his party is attacked by Aksum raiders who want to foment war between Kush and Rome. They hope that open war between the two powers will allow Aksum to take control of Kush's territory along the Nile. Their attack leaves the party wounded and its numbers severely diminished. Teriteqas survives the attack and uses his charm to goad the party onward. With fewer legionaries, he's not sure how he can take the scrolls from the Parthian traders.

Despite his acknowledged need for the legionaries' strength, Teriteqas can't help but toy with them to cause confusion and fear, providing him with a sadistic pleasure. He also has no real need for Strabo after Strabo gets the final details on the location of the Parthian caravan, so if he can sow discord between the legionaries and their Greek leader, he will.

Player's Introduction

The players are part of Legio III Cyrenaica, the Roman Legion stationed at Alexandria and tasked with defending Egypt. A Roman delegation is being sent to Meroe to meet Amanikhabale, king of Kush, to negotiate for ivory, which Kush traders were bringing up from Sub-Saharan Africa. The detachment consists of the six characters, twelve other legionaries, fourteen hired boatmen, a Kush translator named Teriteqas, and the dignitary, a self-important Greek named Strabo. The group will travel down the Nile. For the majority of the trip, traveling will be smooth, with sails providing the impetus. A one-way trip will take approximately five days, with the first three days being easy sailing up the Nile. At the first through fifth cataracts, the boatmen and some of the legionaries will have to disassemble the boat and port it across the shore in order to avoid the treacherous rapids. Meroe, capital of Kush, is located at the sixth cataract, where the journey will end and negotiations for the ivory will begin.

Departure

The scene unfolds at the docks in Alexandria. The characters and enough fellow legionaries to total 16 stand at attention while Antony Pilatus, Legion Commander, addresses them. They are to provide security for a delegate traveling to Meroe on a trading mission. They are to provide any and all assistance that their charge demands. Although Strabo is in charge of the mission, the ranking legionary is Centrix, an affable Gaul.

At this point, a Greek in his late forties with a thick, white beard and balding pate emerges from a nearby building, squinting in the bright light and dabbing the sweat from his brow. The Greek still manages to look imperious, even though his left eye is missing and his face so scarred that his beard is unable to fill in all of the left side of his face. He's followed by a young dark skinned boy, apparently a Kushite, who's fairing little better in the heat. Pilatus introduces the Greek as Strabo, their charge, and the Kushite as Teriteqas, their translator. Pilatus raises his arm in salute and transfers command to Strabo.

Strabo looks the legionaries up and down disapprovingly. A successful **Listen** check picks up Strabo muttering under his breath that he hopes they're not attacked. Otherwise, they're all doomed.

As the legionaries pack onto the barge, already occupied by the boatmen, Teriteqas walks around, looking at their weapons and armor, asking numerous innocent questions about what each piece does. He's only twelve, and very inquisitive. He stops in front of one legionary, Ninius, and asks his name. When the legionary answers, Teriteqas laughs, "Your name is Ninny!" For the rest of the adventure Teriteqas always refers to any legionaries as Ninny.

It is June in the Nile Valley and temperatures regularly reach 100 or more during the day. No one in their right mind would remain in heavy armor for any longer than absolutely necessary. Any investigator who wishes to remain in armor must make a Constitution check every hour. The first hour, the check is at CON x5. The second hour, the check is at CON x4, and so on. At the sixth hour, the check is at CON x1. If a character has made all their checks at this point, the seventh check is at Con x½. When a character fails his check, he suffers from heat exhaustion and must remove his armor to cool down. For the next hour, he can do little more than rest. Any activity, physical or mental is at ½ his normal skill.

Setting Sail

On the barge are Strabo, Teriteqas, the investigators, enough legionaries to total sixteen legionaries, and ten Egyptian boatmen. The boatmen are hired workers, not slaves. Plus, they're very superstitious. The first time something goes wrong, they begin muttering about curses.

As the barge is rowed away from the docks, the boatmen unfurl the sail and a northerly breeze fills it, pushing the boat upstream and toward their destination. In the first few minutes of the voyage, the legionary NPCs strip off their armor and lounge around joking that it's great to be out of Alexandria for a while and not being sent to Judea to suppress the insurrections. The players are encouraged to remove their armor as well; if they insist on leaving the armor on, Centrix orders them to remove their armor lest they pass out. Once everyone is settled, Centrix produces a wineskin full of beer. Several of the legionaries quickly become drunk.

Their increasing rowdiness attracts the attention of Strabo, who walks up from the covered aft and berates all the legionaries, particularly Centrix, for unprofessional behavior. Strabo grabs the wineskin away and throws it overboard. A **DEX** check against Strabo's **DEX** on the Resistance Table will successfully grab the wineskin back. If he's unable to throw the wineskin overboard, Strabo harrumphs and heads back to the covered portion, sitting down with his scrolls.

Nocturnal Interlude

One of the investigators is on guard late in the night when he hears an alien chanting. The chanting is so alien and unfamiliar that he must make a **SAN** check or else lose 0/1 Sanity points just for hearing it. If he investigates, he sees Teriteqas kneeling in the shallows of the river, chanting. The voice is coming from the boy, but it does not sound like him. If the investigator attempts to speak to or touch Teriteqas, the boy leaps to his feet and whirls on the investigator, a wild, feral stare in his eyes. After a second, his eyes light in recognition and his trademark grin flashes across his face. Ter-

iteqas apologizes to the investigator for scaring him and explains that he was cleansing himself in the custom of his people and paying homage to his ancestors.

If the investigator just watches the boy, a reflection in the water in front of Teriteqas catches his attention. From that distance it looks like a man slowly rotating in the air. If the investigator tries to get a better look, Teriteqas jumps up and turns around as described previously. If asked about the figure, he laughs and says the spirits of the night are just playing tricks.

For the first day of the journey, the legionaries, when not on active watch, play dice, tell stories and entertain Teriteqas with tall tales. Strabo stays to the aft, reading. If anyone approaches Strabo, he'll answer questions gruffly. A successful **Insight** roll makes it painfully obvious that he's not interested in conversation. A successful **Sneak** roll allows a player to glance over Strabo's shoulder while the Greek's reading; they'll see a missive ordering Strabo to make contact in Syrene. It's signed C.N. If the investigator is caught peeking, Strabo quickly rolls the scroll up and puts it back in its case, then tells the investigator to rejoin the others, he doesn't have time for their games.

Suicide

One of the player characters wakes up early on the second morning to relieve himself in the river. A successful **Spot** check reveals a white cloth laying a few feet out in the shallows. Closer inspection unveils it as Centrix, leader of the troops. The character who finds him must make a **SAN** check or lose 0/1 SAN for finding the body.

Centrix was on watch when Teriteqas used his mental suggestion spell to compel the legionary to kill himself in the river. Once Centrix was dead, Teriteqas stole one of Strabo's knives and stabbed Centrix in the neck, then threw the knife in the river. Anyone searching the river will turn up the knife if they succeed with a **Spot Hidden** roll.

Strabo is surprised to see his knife and denies any knowledge of the killing. If no one steps forward to assume Centrix's position as leader, the Legion nominates the investigator with the highest POW.

The River Runs Red

On the dawn of the third day, Teriteqas starts yelling for the characters, Ninny in particular. He's on the prow of the boat and pointing up river. About that time, the first faint whiffs of smoke reach the characters. Anyone who looks overboard notices that the water is stained red. Ahead, the water is a churning maelstrom and a burning wreck of a boat is pulled onto the shore.

A successful **Spot Hidden** check reveals that the water is being thrashed by eight or ten Nile crocodiles rending human bodies. Seeing the violence causes a SAN loss of 0/1d4. Everyone on the barge, even Strabo, runs forward to watch the carnage.

If none of the players suggest stopping, Strabo orders the barge to sail alongside and the legionaries to chase off the crocodiles. A flurry of stones and arrows is enough to dishearten the massive reptiles, who swim a short distance off, waiting for a chance to swoop back in and reclaim their meal. Strabo then tells the legionaries to investigate what happened and bury the dead.

The characters realize with a successful **Natural World** role that while crocodiles are efficient predators, they almost never attack boats. Plus, crocodiles could not set fire to the boat.

The investigators recover the bodies of ten Egyptians. The boat, a barge like the one the characters are on, has been burned, but

the amphorae of olive oil are still onboard and the bodies are still wearing their jewelry.

A **Spot Hidden** roll reveals many sets of footprints leading from the boat back into the reeds along the river.

If a character is searching the boat or the area around the boat, a **Spot Hidden** roll turns up one arrowhead. A character can determine that the arrow is of Kushite design with a successful **Tactics** roll.

What happened to the Egyptians?

Their boat was attacked by Aksum insurgents who want to create open war between Rome and Kush. At this point in history, the Aksum are a semi-nomadic people who are hoping to use the cover of war to claim land along the Nile. To this end, they dress as Kushite warriors and use Kushite weapons to attack Roman vessels. In this case, they attacked the Egyptians and left them for dead, leaving one arrowhead behind so that it would be discovered and Kush would be blamed. They also left behind all the jewelry and olive oil so that it would seem an act of aggression and not appear as a simple robbery. The crocodiles moved in after the Aksum tossed the bodies in the river.

A search of the reeds and surrounding environment doesn't turn up anything else.

If the Keeper wishes, a surly crocodile or two could launch an attack against the group while they're searching the reeds and wreckage, hoping for fresh meat.

After the bodies are buried, Strabo orders the barge back on the river.

Rendezvous in Syrene

At midday on the third day, the outline of a city, Syrene, can be seen on the horizon. Strabo informs the boatmen that they'll be stopping there briefly.

When they pull up to the shore, Strabo tells the legionaries that they are free to explore the city while goes with Teriteqas to inform the magistrate of the attack downriver. He suggests at least one of the investigators make contact with the Roman Legion garrison in Syrene to report Centrix's death. If they are not back in an hour, however, they're on their own. He also plans on stopping by a brothel to meet a fellow member of Custus Notitiae who has more detailed knowledge of the Parthians in Meroe, and the location of the scroll.

Follow That Greek!

Anyone who wishes to follow Strabo can make a **Sneak** roll to move through the crowds unseen. Strabo stops in the marketplace and confers with a pottery monger. A **Spot Hidden** check shows the characters that Strabo greeted the vendor with a different type of handshake from normal. The din of the market is too loud for the characters to hear what Strabo is saying, but it's obvious that the vendor points down a side street. Strabo then motions for Teriteqas to stay with the vendor and heads off down the street.

Another successful Sneak roll is necessary to get past Teriteqas and keep up with Strabo, who disappears into a disreputable building with several seedy-looking men and women milling about outside. As the investigators approach, both the women and men offer the investigators the pleasures of a lifetime.

If they push inside, they find the entryway to be gaudily opulent. Rich red, purple, and gold fabrics cover the furniture while the walls are plastered with frescoes of peo-

ple engaging in every deviant sexual behavior possible, many with mythical beasts. It costs 0/1d2 SAN to take in all the paintings.

As the characters enter, a corpulent Egyptian woman in a burqa comes forward asking them for their desires. As she talks, she runs her hands over both her body and theirs. If the investigators ask about Strabo, she'll refuse to give out any information. If they slip her some money, however, she'll tell them what room he went into. As she's telling them, a successful **Listen** check will allow the investigators to hear Strabo's voice

> The Bloated Woman is merely used here as a red herring for the investigators. She has no other official role to play in the scenario, unless the keeper or investigators feel otherwise.

saying good-bye and footsteps coming down the hallway. If any investigator is stupid enough to take her up on her offer, they will experience ecstatic pleasure, and then a horrible death by being consumed into her body. The madam is an avatar of Nyarlothotep known as the Bloated Woman. Allow one player to make a **Spot Hidden** role. If he succeeds, the investigator sees what seems to be a tentacle quivering under the burqa before the Bloated Woman can adjust her veil. This site causes a SAN loss of 1d4/1d6.

The characters will need to hide, fast, to avoid being seen by Strabo. A successful Hide check allows them to jump behind furniture or under some of the fabric covering the lower part of the wall.

If Strabo sees the investigators, or the investigators refuse to hide, he asks them what they're doing here. If they say they're just seeking a diversion, he tells them to be back at the boat in an hour. If they ask Strabo what he's doing here, he'll shrug and say he's unwinding before going to tell the magistrate about the attack. He then leaves to collect Teriteqas and visit the magistrate.

Keep an Eye on the Translator

Another option would be for the investigators to keep an eye on Teriteqas. The boy doesn't stay at the pottery monger for long. As soon as Strabo is out of sight, he slips away into the crowds. A **Sneak** roll is necessary to keep tabs on the boy. He heads off to an opulent section of town and enters a villa. As the investigators approach, Teriteqas stops inside the portico of the villa and meets with a lanky Egyptian. A successful **Insight** check indicates that the Egyptian is being very deferential to the boy. A **Listen** check picks up tidbits of the hushed conversation. They make out the words "glorious", "ceremony", "Tstll," and "six."

Read

If the investigators decide to search Strabo's documents instead of following Strabo into Syrene, they have about two hours to do so. The other legionaries won't bother them and the boatmen are securing additional supplies in the city. Strabo has numerous scrolls and other documents in his collection. Most are works detailing the natural history of the Nile and the Kingdom of Kush. One serves as an introduction from the Governor of Egypt to the King of Kush. A few others may perk the investigators' interest.

A successful **Library Use** roll -10% is necessary to find each document. The -10% is because the scrolls are not organized and the

investigators are in a hurry.

One is the note that Strabo was reading earlier. It tells Strabo to meet with Gaius Ptolemicus in Syrene about Chuma and is signed C.N. (see handout1)

A second scroll details a sub-Saharan fertility cult dedicated to a god called Chuma. See handout two. They also find a drawing of Yibb-Tstll, showing nightgaunts suckling at its breasts. As the investigators look at the picture, it looks like the artwork begins to slowly rotate and something writhes under its cloak. Seeing this requires a SAN check with a 1d2/1d4 loss. If anyone saw the image of Chuma/Yibb-Tstll in the river, they recognize that the two images are representations of the same creature and lose an additional 1d3 SAN. Yibb-Tstll appears on the scroll as a corpulent, decaying humanoid with several large pendulous breasts that are sometimes covered in a cloak, but not at others. A gaping maw filled with razor sharp teeth dominates the face, and one eye hangs loose from the socket. Suckling at the monstrosities' breasts are several black, winged humans devoid of faces. The fronts of their faces are perfectly smooth.

The third scroll of interest; also signed C.N., informs Strabo that he is to recover the Chuma Scrolls through whatever are means necessary. (see handout 3)

Check In

If the investigators decide to check in with the local garrison and report Centrix's death, they may do so. The garrison is easy to find; it's not too far from the port. Originally a Legion camp, the garrison still maintains the strict orthogonal layout of a Legionary camp. Several troops are practicing combat with wooden weapons in the yard, but pay no attention to the investigators when they enter. The camp commander, a gray haired veteran of numerous campaigns can be found in a squat mud-brick building. Standing near him are several attendants.

When informed of Centrix's death, he looks dismayed and then asks who the Legion nominated to be commander. He then confirms that battlefield promotion.

If asked how things are in Syrene, he tells them it has been fairly calm, but there have been rumors of Kush attacks in the region. He's asked the Legion commander in Alexandria to send more troops to fortify the border.

If told about the attack on the Egyptian trade barge, he looked shocks and turns to an attendant, ordering him to prepare an expeditionary mission to the location provided by the investigators.

The First Cataract

There are a series of six cataracts, or impassable rapids, on the Nile between the Mediterranean and the source of the Nile. The first cataract is the farthest north and serves as the boundary between Roman Egypt and Kush. The second through sixth cataracts are in Kush. To bypass a cataract, the barge must be moved across land in a technique known as portage. In portage a boat is either carried or moved on rollers across the land and put back in the river on the other side of the rapids.

None of the legionaries has been this far south before, so navigating the cataracts will be a new experience. About a mile before the cataracts start, a **Listen** check allows the characters to hear a tremendous roaring and crashing sound – the cataract.

About a quarter mile from the rapids, Strabo orders the barge put ashore and the rollers laid down. The boatmen unpack the rollers and set up pulleys to assist in moving the boat. It's a slow, arduous process, and

Strabo orders half the legionaries to stand guard while the other half help move the barge. At the first cataract, the investigators are ordered to help push the barge.

Night Visitors

During the course of the night Teriteqas begins sending nightmares to the legionaries via the Nightmare spell. The legionaries' dreams are filled with visions of corpulent bodies and tittering, winged men with no face. When they wake up screaming, one of the investigators swears that he sees one of the winged, faceless creatures crouching in a palm tree along the river bank.

Whether or not there actually is a nightgaunt following the barge is up to the Keeper. If he chooses not to have a nightgaunt follow the boat, the investigator who saw the nightgaunt on the shore truly wakes up. When he saw the nightgaunt, he was still sleeping and only dreamt that he had awoken. He still loses the requisite SAN for seeing a nightgaunt, though.

The Second and Third Cataracts

These two cataracts proceed much the same as the first, with the investigators standing guard on the second cataract and pushing the boat on the third. At the second cataract, call for **Listen** and **Spot** Checks. If someone succeeds, they see reeds rustling along the river. If they investigate, they may find cranes or crocodiles.

At the third cataract, one of the NPC legionaries sees something moving and goes to investigate. A crocodile lunges out of the marshes and attacks, pushing the legionary to the ground. The legion has to fight back the crocodile in order to protect Strabo, Teriteqas, and the boatmen.

Ambush!

At the fourth cataract, the investigators are once again on guard. It is up to them whether they wear their armor.

As the boat is being pushed along, have the investigators make a **Spot Hidden** check. Success means that they see the reeds along the river move as though an animal was moving through them. If they approach, Aksum warriors jump up, scream, and attack with their swords. If they do not approach, the twang of bows heralds a rain of flaming arrows.

At that point, twenty Aksum warriors charge out of the reeds and attack. The battle should be violent and bloody. If anyone wonders what Strabo is doing, he can glance around him and see the Greek wielding a sword, battling the warriors. Teriteqas is running through the battle, throwing sand in the faces of the Aksum warriors.

When the battle is done, Strabo, Teriteqas, and three legionaries should survive, in addition to any investigators that live. Seven of the Aksum warriors should be able to run away as well. Several of the flaming arrows should have hit the boat and ignited it, causing enough damage to force repairs before the group can proceed. A **Repair** roll and several hours of repair are necessary to make the barge sea-worthy again.

A Tactics role indicates that the weapons and clothing are of Kushite origins, but Teriteqas adamantly states that the warriors who attacked them are not Kushite. He explains that these warriors are not dark like he is, but instead swarthy like Egyptians and other Mediterranean people.

Strabo declares the argument academic and says they need to get back on the river in case of another attack. Strabo sets two guards and orders the rest to get working on the boat.

On the Road Again

As soon as the boat is repaired, Strabo orders it launched. At the fifth cataract, the remaining seven Aksum warriors begin launching arrows as the barge lands. The party has to fight its way off the boat to exterminate the remaining Aksum warriors. Of the NPCs, only Strabo and Teriteqas survive. At that point the party camps for the night and Teriteqas sends more nightmares to the investigators.

Meroe or Bust!

After negotiating the fifth cataract, the last stop is Meroe. Meroe is an impressive city of stone and clay buildings that rise high above the cliffs of the sixth cataract. The walls positively shine in the midday sun. At the dock, Strabo shows the introductory letter and the customs agents let the group pass through unmolested.

As they walk through the streets toward the Palace, Strabo heads down an alley shrouded in shadows. If the investigators do not follow, he turns back and motions for them to follow.

Once out of sight from the street, Strabo turns toward the Legionaries. "I was hoping not to get you involved in this, but there's a rare scroll that's passing through Meroe and I have to take it back to Alexandria. There's a Parthian trading caravan staying at an inn by the docks. They have the scroll, but do not realize its significance. That scroll contains a record of a heretofore unknown fertility ritual practiced in the southern jungles. My library needs that scroll for its collection and sent me to retrieve it. I learned in Syrene that the caravan is more heavily guarded, not because of the scroll, but because the caravan's also carrying gold, which was not previously anticipated. I need your assistance in stealing the scrolls and taking them back to Alexandria."

If the legionaries refuse, Strabo brings up what their commander said before departing, that they were to follow his every command.

Off stage, and for the better part of the day, Strabo successfully negotiates an excellent price for the ivory and then hires boatmen for the journey back to Alexandria. Once the negotiations are complete, Strabo retires to his room for the evening. Teriteqas approaches Strabo's quarters after dark and kills the sleeping Greek. He then casts consume likeness to take Strabo's form. Normally, the body has to be consumed over the course of several days, but Teriteqas does not have the luxury of time, so he can't form a perfect match of Strabo. Maybe the wrong eye is missing or the scars are in a different pattern, but something is definitely different. Now there is no one keeping Teriteqas from the scrolls and their ability to return Yibb-Tstll to this plane.

Should the investigators balk, Strabo simply tells that the future safety of Egypt hinges on retrieving the scrolls. If they still refuse, he offers each member enough land that they could retire. Finally, Teriteqas jumps in, saying it'll be a great adventure. One more mighty success for the Eagle of Rome!

Once they agree to help, Strabo leads them back to the docks and shows them the seedy inn where the Parthians are staying. He believes the scrolls are in a lockbox in a room on the second floor.

If the investigators are adamant about not stealing the scrolls, Strabo hires thugs off stage, and they deliver the scrolls to him at the boat the next day as it is preparing to depart for the journey back to Alexandria.

Parting is Such Sweet Sorrow

Strabo then tells the legionaries that he must go meet with the King and his delegates to secure the ivory for the return trip. Although the trade delegation served as a useful ruse, it still needs to be carried out. He tells them to be back at the boat in the morning.

Breaking In Is Hard To Do

Exactly how the characters break in to steal the scrolls is up to them, but here are some possible scenarios.

The scrolls are inside the inn, in a lockbox. The Parthian trader has a buyer in Baghdad who will pay top money for them.

- Frontal assault on the caravan and inn. The Parthians have six guards watching the caravan and another four inside the inn. Not only do the Parthians outnumber the characters at this point, but Kush guards would respond to the sounds of fighting.

- Climb to the roof and descend to a window via a rope. If the characters can procure a rope and break into an adjoining building, this may work. However, the Parthian trader will be in his room and must be subdued before he'll give up custody of the box. The trader's first reaction will be to yell for help.

- Cause a commotion and sneak in. If the characters cause a commotion, such as setting fire to the building, everyone will run out of the inn, including the Parthian with his lockbox. It may be possible to ambush the trader at that point, but all ten guards will also be outside the inn.

- Bribery. The guards may, at the GM's discretion, be susceptible to bribes, but they are carrying a lot of gold for the trader, so if they really want gold they could just steal that. The trader does not respond to bribes. One form of bribery the guards would be very likely to accept would be prostitutes. Prostitution was common in the ancient world, and it would be very easy to procure women for the guards. Once the guards are occupied, the investigators can take the building.

- Be prepared for anything. Players are inventive. The scrolls should be hard to get, but not impossible.

Slow Boat to Syrene

When the investigators return to the barge in the morning, they find several Egyptians loading boxes of ivory aboard. Strabo walks forward and asks to see the scrolls. If the investigators have them, he gives a shout and claps them on the back. Not only did he secure the ivory, but he got the scrolls. He immediately starts flipping through the scrolls.

The investigators will notice that Teriteqas is not around anywhere. If they ask Strabo, he tells them that the boy decided to stay in Kush. Since his translating services were no longer needed, Strabo saw no harm in letting the boy stay.

The return trip is slightly faster because the crew is now going with the current, but the northerly breeze prevents them from us-

ing the sail. The remaining Aksum raiders are also hesitant to attack a barge carrying elements of the Legion, regardless of how few legionaries there are. The investigators should constantly be on the lookout for Aksum raiders, though, and successful **Spot Hidden** checks can reveal people watching the boat from the reeds, just to heighten the tension. It takes about two days to return to Syrene. During the return trip, Strabo uses his Nightmare spell to further unnerve the characters with visions of Nightgaunts.

Over the course of the journey, have each player make one **Spot Hidden** check. Anyone who succeeds at the check notices that there's something physically different about Strabo. Although they can't put their finger on the difference, it's enough to unsettle them and require a SAN check for 0/1 SAN.

Syrene Night Fever

It is already growing dark when the barge arrives in Syrene.

When the boat arrives in Syrene, a tall, lanky Egyptian walks up to the boat and looks around, slightly confused and very anxious. Strabo approaches him and whispers into his ear, and the Egyptian visibly relaxes. If any investigator had followed Teriteqas the first time they were in Syrene, they recognize the Egyptian as the one Teriteqas met at the villa.

Strabo turns to the legionaries and orders them to guard the ivory. He has one brief visit to make with his friend and then they will be on their way. He tells the Ninnies not to leave without him.

At that point, Strabo and the Egyptian leave the dock and head into the city, taking a leisurely path to the villa so the the investigators can follow easily. He wants them to be at the villa as unwitting sacrifices.

Should the investigators follow, they will want to do so surreptitiously, so ask for **Sneak** rolls.

When the investigators arrive at the villa, Strabo and the Egyptian are in the back garden, along with ten other worshippers if Yibb-Tstll. The ground of the garden is an elaborate mosaic depicting Yibb-Tstll, and it seems to slowly rotate. Investigators who gaze upon the rotating god lose 1d3/1d6 SAN. Two nightgaunts titter in the trees that line the garden. A Spot Hidden check reveals the nightgaunts and can result in 0/1d6 SAN loss.

Strabo opens the lockbox and unfurls one of the scrolls. He intones that they now have the final element to return Yibb-Tstll to this world. "All that is needed are the sacrifices." Have the characters make **Listen** or **Spot Hidden** checks; if successful, they notice several armed Egyptians coming up from behind. If they fail, they're surprised

The Cavalry

Syrene is home to a small garrison of the Legio III Cyrenaica. Should any of the investigators approach the garrison requesting assistance, they will be given any help that's within the bounds of law. For example, if one character waited back while the others spied on the ceremony, he could run to the garrison and return with several additional soldiers. Alternatively, the investigators could approach the garrison before ever going to the villa. The accusation of a legionary is sufficient to at least launch a deeper legal inquiry into the activities at the villa. A Know or Idea roll can bring these facts to light.

when they feel spear points in their backs and are ordered into the garden to stand on the mosaic. They are disarmed and their weapons thrown in a pile to the side. The guards then retreat outside the circle of worshippers.

Strabo welcomes them into the ritual, telling them it's nothing personal, but their god requires a sacrifice, and the needs of their god outweigh the needs of the Empire. Strabo begins casting a spell and the other worshippers follow suit. As the investigators stand there, the mosaic spins faster and faster and a black snow seems to fall out of the sky, slowly but assiduously covering the investigators. If they allow the black snow to cover them, they will suffocate per the drowning rules.

An investigator could reach any of the worshippers or the pile of weapons before the guards can reach them. If someone successfully tackles Strabo, the snow stops falling and Strabo reverts back to his true body, an Egyptian.

The fight to stop the ritual can be bloody and deadly if the investigators did not bring backup. However, the worshippers are only armed with knives and have very paltry fighting skills.

If the legion is brought to the villa, the worshippers will be arrested and hauled away. If they arrive after the fight has already begun, they will join the fracas with intent to subdue and arrest any non-legionaries there.

If the investigators are successful, they each regain 1d6 SAN for stopping the ritual. Interrogation of Ahnwey\Teriteqas\Strabo will reveal that he consumed the bodies of the real Teriteqas and Strabo to take their forms.

The investigators can take the scrolls if they want. The word of the legionaries is enough to convict the cultists.

However, the Custus Notitiae has eyes throughout the Empire, and they will track down the scroll and try to get it from the characters. They may try asking, buying, or stealing the scroll.

New Mythos Tome

The Chuma Scrolls

This is an Egyptian translation of a sub-Saharan original. This sheaf of five scrolls contains information on the cult of Yibb-Tstll (Chuma to the sub-Saharan tribes). It contains information on how to contact and summon the god, his blood, and night-gaunts. Sanity Loss 1d6/2d6 Sanity Points; Cthulhu Mythos +8%

Cast of Characters

Strabo—Arrogant Greek and leader of mission with a secret agenda

STR 10	CON 13	SIZ 9
INT 11	POW 12	DEX 14
APP 12	EDU 10	
Idea 55	Luck 60	Know 50
SAN 60		
HP 11		

Damage Bonus: 0

Weapons: Gladius 25%, damage 1d6

Skills: Egyptian 50 %; Greek 85%; Latin 60%; Library Use 80%; Insight 55%; Listen 50%; Occult 45%; Persuade 60%; Write Egyptian 45%; Write Greek 90%; Write Latin 90%; Spot Hidden 45%

Ahnwey\Teriteqas\Strabo – powerful sorcerer, leader of cult, cannibal and all around bad guy

STR 10	CON 14	SIZ 14
INT 17	POW 18	DEX 10
APP 12	EDU 11	
Idea 85	Luck 55	Know 90
SAN 25		

HP 16
Damage Bonus: none
Weapons: None
Skills: Science: Religion 40%; Science: Divination 50%; Science: Augury 75%; Cthulhu Mythos 15%; Kushite 65%; Latin 70%; Egyptian 95; Library Use 75%; Listen 45%; Occult 70%; Write Latin 75%; Write Egyptian 75%; Persuade 80%
Spells: Call Yibb-Tstll, Consume Likeness, Contact Yibb-Tstll, Mental Suggestion, Nightmare, Summon Nightgaunt, Wrack

Aksum Raiders (20)
STR 14 CON 13 SIZ 13
INT 10 POW 9 DEX 13
APP 11 EDU 9
SAN 45
HP 13
Damage Bonus: +1d4
Weapons: Khopesh 50%, damage 1d8+db; Bow 60%, damage 1d6 + fire (when arrows are lit)

Cultists of Yibb-Tstll
STR 10 CON 12 SIZ 15
INT 10 POW 18 DEX 10
APP 8 EDU 16
SAN 15
HP 14
Damage Bonus: none
Weapons: Dagger 50% 1d4+2+db

Ceremony Guardians
STR 14 CON 13 SIZ 13
INT 10 POW 17 DEX13
APP 11 EDU 9
SAN 35
HP 13
Idea 50 Luck 85 Know 45
Damage Bonus: +1d4
Weapons: Longsword 50%, damage 1d8+db

Legionaries (16) – Trusty backup
STR 15 CON 15 SIZ 12
INT 13 POW 13 DEX 14
APP 13 EDU 12
HP: 13
Damage Bonus: +1d4
Weapons: Gladius 50%, damage 1d6+db; Spear 50%, damage1d8+1+db
Armor: 8 point scale + large shield

Nightgaunts (several) – the faceless
STR 11 CON 11 SIZ 14
DEX 13 INT 4 POW 10
HP: 13
Damage Bonus: +0
Weapons: Grapple 30%, damage held for tickling; Tickle 30%, immobilized 1d6+1 rounds
Armor: 2-point skin
Spells: None
Skills: Hide 90%, Sneak 90%
Sanity Loss: 0/1D6 Sanity points to see a nightgaunt.
In the final battle, nightgaunts will sweep in and attempt to grapple a foe, and then fly upwards before dropping their prey.

Crocodile - crocodylus niloticus
STR 26 CON 18 SIZ 26
POW 10 DEX 23
Move 6/8 swimming
HP 23
Damage Bonus: +2D6
Weapon: Bite 50%, damage 1D10 +db
Armor: 5-point hide
Skills: Glide Stealthily Through Water 75%; Hide 60%; Sneak 50%

Gaius Ptolemicus will steer you in the right direction. He can be found in Syrene at the bazaar.

Your brother, C.N.

You are to recover the scrolls. Failure will not be tolerated.

Your brother, C.N.

On the sixteenth day of our journey, the scouts returned with notice of a strange group of natives. We slowly approached and heard them calling "Chuma, sleeping master of earth, awake!" repeatedly. Dressed in simple clothes, these natives danced around sacrificed monkeys while chanting their cries. There must have been a fire nearby because some black soot began to fall and land on our shoulders and heads. After the ceremony concluded, Xanthippus approached the natives and inquired as to what they were doing. They told our guide that they were praying to their god, Chuma. He lies sleeping under the earth and in the sky. It is through Chuma that the forests overflow with food for the villages. When we returned through that spot several days later, there were signs of devastation. We encountered one of the villagers and Xanthippus again approached him. This villager told us that they destroyed the men we saw worshipping earlier because the god they worshipped was evil and responsible for the deaths of many villagers. His rain killed many.

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THE RAVENAR SAGAS (CHA0348): a collection of three *Cthulhu Dark Ages* scenarios spanning a thirteen-year period between 989 AD and 1002 AD. The Sagas take place across Scandinavia and what will later be known as Nova Scotia. Players take the roles of the crew of a small knorr (a Viking longship), facing many adventures during the Sagas, honing their skills as they conquor countless challenges.

GATSBY AND THE GREAT RACE (CHA0324): *You know Julian Gatsby. He recently inherited the family home following the sad demise of his father. Julian is a free-spirited young man, in his mid-20s, and a new fan of the horse races. You arrive for a fabulous garden party and are shown to your room. Other guests arrive shortly after. In a few hours you will gather in the garden for an enjoyable afternoon of food, drink, stimulating conversation, and the radio broadcast of the Great Race.* This scenario has the capacity for up to 32 people to be involved, playing in several overlapping games.

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